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ABSTRACT

This guide for the 1999 Virginia teen summer reading program for public libraries, "Read around the World," includes the following chapters: (1) "Reading and Teens," including serving the underserved, tips for teens, and a recipe for choosing a book to read for fun; (2) "Programming and Teens," including "The Why of YA [Youth Adult] Programming" (Judy Druse), "Ten Things I Wish I had Known Before Running My First YA Program" (Carol Georgen), a youth participation checklist (YALSA), and YA Reader's Theater;" (3) "Around the World with Teens," including a list of multicultural videos and suggested activities; (4) "Teen Friends around the World," including a list of friendship stories, booktalks, program ideas, and middle and high school bibliographies (Maureen Harrill); (5) "Revolutions around the World," including a revolutions booktalk, program ideas, material resources, middle and high school bibliographies, a pathfinder, display ideas, school visit ideas, and a word search (Ginger Armstrong); (6) "Voyages," including booktalks, program ideas, middle and high school bibliographies, and a pathfinder (Diantha McCauley); (7) "Time Travel," including booktalks, program ideas, activities, display ideas, outside presenters and community resources, a pathfinder, and middle and high school bibliographies (Denise Walker); and (8) "Under the Sea," including booktalks, program ideas, activities, outside presenters and community resources, museums to contact, middle and high school bibliographies, and a pathfinder (Diane Wagner). Contains clip art. (MES)

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1999
Teen Summer Reading Program

around the world

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1999 SUMMER READING PROGRAM

Sponsored by

The Library of Virginia

Pat Muller, Children's and Youth Services Consultant

ADVISORY COMMITTEE FOR TEENAGE SERVICES

Denise Walker, Virginia Beach Public Library
Ginger Armstrong, Chesterfield County Public Library
Diantha McCauley, Augusta County Library
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Chapter 1:
Reading and Teens

Serving the Underserved

Adapted from Mary Arnold © June 1995

What Teens Will Read

Magazines

Newspapers

Graphic Formats (Novels, Comics)

Series Paperbacks

Romance (SVH, SVU, Sweet Dreams, Couples, Boyfriends/Girlfriends)

Real Life (Freshman Dorm, Degrassi High, Cedar River, Day Dreams, One Last Wish, 18 Pine Street)

Adventure (Time Machine, Tom Swift, Survive)

Fantasy (Star Trek, Dr. Who, Forgotten Realms, Conan)

Thrillers (Pike, Fear Street, Goosebumps, Midnight Place, Nightmare Hall, Point Thrillers)

Genres

- Horror
- Realistic (Problem Novel)
- Mystery/Suspense
- Romance
- Humor
- Science Fiction/Fantasy
- Sports
- Historical Fiction

Media Tie-Ins

- Movies
- TV
- Popular Music

Short Stories

Poetry (especially contemporary)

Young adults are reluctant readers because:

1. Associate reading with failure.
2. Not excited about ideas.
3. Too much physical energy.
4. Lack of positive role models/peer pressure.
5. They can't find anything good to read.
6. Too demanding: not a passive entertainment.
7. Lack of skill.
8. It's an "adult thang".
9. Anti-social: reading done alone.
10. Too busy laughing, crying, emoting, thinking and relaxing.

Adapted from Comics to Classics by Arthea Reed.
International Reading Association, 1988.

Young adults like magazines because:

1. Visual.
2. Appeal to short attention spans.
3. Speak to developing special interests.
4. Socially acceptable reading material.
5. Information on important stuff — sex, love, etc.
6. Fads/celebrities.
7. Easy reading level.
8. Don't have to read them at school: no pressure.
9. Dream/fantasize/set goals.
10. Laugh, cry, emote, think, and relax.

Adapted from Connecting Young Adults and Libraries by Patrick Jones.
Neal-Schuman, 1992. p. 30-74.

Tips For Teens

- Keep a book going all the time. Carry it with you in your backpack.
- Try to read something for fun each night before you go to bed. It will help clear your mind.
- Talk about what you read with your friends. Suggest books they might like. Ask them for suggestions.
- If you liked the movie, read the book. Chances are you'll like it even better.
- Read out aloud with a friends. Sharing can make you feel closer.
- If you have particular concern or interest you'd like to read about, ask a librarian for recommendations. Librarians are there to help you — no questions asked.
- Remember, you don't have to finish a book. If you don't like it, stop reading and find one you do like.
- It's alright to skim parts of a book that don't interest you.
- Don't hurry when reading for fun. Take time to enjoy.
- Keep a book with you to read when you don't have anything else to do.
- Read while you are half-watching TV.
- Read while you are waiting for the computer to boot up.
- Remember, not everyone, including some adults, is lucky enough to be able to read easily and well. Volunteer to help tutor a child or another student with reading problems.

Reprinted from YALSA Teen Read Week Poster
October 1998

"Recipe" For Choosing A Book To Read For Fun

Preparation Time: 15 Minutes

Reading Time: 1 Hour to Infinity

Ingredients: 1 Stack of Books

1 Teenager

1 Library or Bookstore

1 Table

Directions:

1. Pick 3 — 4 books from the stack.
2. Look at the covers.
3. Read the book jacket.
4. Open the book to the first chapter.
5. Read the first 3 pages.
6. Decide which book really grabs you.
7. Repeat for each book.
8. If none of them grabs you, repeat numbers 1-6.
9. Repeat as many times as necessary until you find a book you really want to read.

Relaxation — 100% of minimum daily requirement
Entertainment — 100% of minimum daily requirement
Imagination — 100% of minimum daily requirement
Intellectual Stimulation — 100% of minimum daily requirement
Reading Skills — 100% of minimum daily requirement

Reprinted from YALSA Teen Reading Week Packet
October 1998

Chapter 2:
Programming and Teens

Program 1: The Why of YA Programming

To attract young adults to the library.

To introduce library services to the non-user.

To stimulate use of library materials.

To dramatize the services we offer and make the library an inviting, interesting place for young adults.

To encourage input and feedback about the library from teenagers.

To establish the library and its staff as a dynamic and integral part of the community and as a catalyst when things happen.

To break down the barriers that keep some young people from using the library.

To help YAs get through the process if being a YA.

To support YAs in their quest for identity and to help them feel that they belong.

To provide a structure in which YAs can socialize and work together.

To fill a void in the community.

To provide an opportunity for YAs to assume responsibility.

To introduce new ideas and broaden existing ones.

To help YAs make the connection between their world and the library.

Programs are alternative ways of providing information, education and recreation.

Programs can be enriching and fun for both the librarian and the teenager.

Programs are an important element of total library service.

by Judy Druse, 1995
Reprinted from "Serving the Underserved", YALSA Training Manual

Ten Things I Wish I Had Known Before Running My First YA Program

1. Young adults tend to be shy when they first show up — especially if they are attending on their own. Get-acquainted activities help with this.

2. Always have kids sign in with their full name, address, and phone number. This will become your mailing list.

3. If you program regularly, for example every second Saturday of the month, kids will begin to expect and look forward to the next program.

4. The best time to promote your next program is during your current program. Tell the kids about upcoming programs (with enthusiasm) and pass out flyers about these programs. Have sign-up sheets available and encourage kids to register for upcoming programs right then and there.

5. Always, always ask young adults for programming ideas.

6. Flyers and newsletters are good, but you need to talk about programs to promote them. Tell parents, tell young adults, tell siblings, tell anyone who will listen. I've hooked a few kids by talking with their grandparents. Make sure all members of your staff know about your upcoming program and ask them to help promote it.

7. Young adults love to eat and they will come to almost anything if you provide free pizza and pop.

8. Young adults enjoy working with preschoolers. Almost any program you set up where young adults are paired with preschool children will be a sure hit. Try a "Reading Buddies" program 3 Tuesdays in a row where young adults pair up with preschoolers and read to them, do a craft with them, etc. Help your young adults plan and carry out a preschool storytime.

9. Young adults enjoy contributing to their community and to the library. Have them decorate cookies for the library's holiday open house, make puppets for the children's room, or hold a read-a-thon to raise money for new young adult books. Start a Volunteer program.

10. Take pictures at your programs. Display the pictures on a library bulletin board or put them in your YA newsletter. Send a few into your local newspaper. The kids love this.

Carol Goergen
Cromaine District Library
October 23, 1997

Youth Participation Checklist

from Youth Participation in Libraries: A Training Manual. YALSA, 1991.

PLANNING:

- What is the need, problem or situation to be addressed?
- What is already available at the library?
- What is already available in the community?

GETTING STARTED:

- What will be the project's goals?
- What will be the project's approach to meeting the need?
- How is the community informed and involved?
- How is the community informed and involved?
- What resources are needed? (Consider people, materials, space, time, and money.)
- How will evaluation take place?

THE ADULT FACILITATOR:

- Is there an effective adult to facilitate the project?
- Do participants receive adult support and guidance? How?
- Do participants retain decision-making responsibility?

RECRUITMENT AND TRAINING:

- What is the plan for initial and ongoing recruitment?
- What is the plan for orientation of new members?
- What is the plan for ongoing training for members?

GETTING ALONG:

- Do participants get satisfaction from their involvement?
- Are there specific, do-able tasks? What are they?
- What are the standards for performance?
- Are the program goals being met?

Program 2: Young Adult Reader's Theater

Ages: Young Adult

Length: Several Sessions

Description: A great way to involve your teens this summer is to allow them to write their own reader's theater scripts and perform the finished product for your younger participants. Depending on the number of teens you have involved, they could be put into groups and each work on a separate script. You could set aside a date where all of them will be performed. Examine books for younger children. See how well they will adapt to reader's theater.

Some great resources to get your teens started and familiar with the concept of reader's theater are:

Bauer, Caroline Feller. *Presenting Reader's Theater: Plays and Poems to Read Aloud.*
Coger, Leslie. *Reader's Theater Handbook: A Dramatic Approach to Literature.*
Dixon, Neill. *Learning With Reader's Theater: Building Connections.*
Shepard, Aaron. *Stories On Stage.*
Sierra, Judy. *Multicultural Folktales for the Feltboard and Reader's Theater.*

Aaron Shepard (listed above) also has a website (http://www.aaronsheep.com/rt/RTE.html) which contains ready-made scripts adapted from books. The grade levels for performers of the scripts fall mostly between 3 and 9. You may copy, share, and perform the scripts located at this website as long as they are used for educational, non-commercial purposes. The book, *Stories on Stage* by Aaron Shepard contains 22 scripts, which include the following genres: multicultural folktales, fantasy, and humor.

Many folktales from around the world can be adapted quite well for Reader's Theater. There is also a Dinosaur Reader's Theater website at the following Internet address: http://www.coe.ufl.edu/Faculty/Lamme/student/Project/dinosaurs.html (which has a ready-made script).

Search the Internet under "reader's theater". You will be pleasantly surprised at the number of sites you will find! Reader's Theater Script Service sells individual scripts with hints on staging. Their address is: P. O. Box 178333, San Diego, California 92177. Their phone number is (619) 276-1948.

Even though there are lots of things already done out there, what a great experience for your teens to work from scratch to build a production. They will learn cooperation, teamwork, and time management. Plus, they will have the great reward of seeing the enjoyment of your young participants when they perform for them!

Chapter 3:
Around the World
With Teens

Film or Video

Borrow a film or video from the Virginia Foundation for the Humanities. They will send you a copy of their current catalog, which includes the following multicultural titles listed at the end of this section. The cost if $3.00 per title plus return shipping by first class mail or UPS, fully insured.

Virginia Foundation for the Humanities
145 Ednam Drive
Charlottesville, VA 22901-3207
Tel: (804) 924-6895

Multicultural Videos/Virginia Foundation for the Humanities

Blue Collar and Buddha (VHS, 57 minutes)

This dramatic documentary sensitively explores the dilemma of a community of Laotian refugees, torn between preserving their cultural identity and adapting to their new life in America.

Home From the Eastern Sea (VHS, 58 Minutes)

The story of people becoming American without sacrificing their old world heritage. Explores the personal stories of Chinese-, Japanese-, and Filipino-Americans.

Moving Mountains (VHS, 58 Minutes)

Intimate and caring look at the Yiu Mien, Southeast Asian refugees from an ancient society that had no electricity, cars, or twentieth century technology, and the shock of adjusting to life in Ameica.

Who Killed Vincent Chin? (VHS, 82 Minutes)

Academy-award nominated film makes a powerful statement about racism in working-class America. Chin was bludgeoned to death outside a bar in Detroit after an argument — the white auto worker who killed him was let off with a suspended sentence. Widely acclaimed, a memorable film for all audiences.

Yellow Tale Blues: Two American Families (VHS, 30 Minutes)

By the producers of *Who Killed Vincent Chin?*, who turned the cameras on their own families to make this innovative documentary on ethnic stereotyped. Disparaging images of Asian Americans in films juxtaposed with real families.

So Far From India (HVS, 49 Minutes)

Poignant portrait of a family split between two worlds. Ashok comes to America and grows away from the traditional culture and family he left behind in India. Film captures the feelings in this human drama with rare candor, making a universal statement about uproting and the pain of those left behind.

A Jumpin' Night in the Garden of Eden (VHS, 75 Minutes)

Traces the efforts of Jewish musicians to recapture klezmer music, which celebrated Jewish life in Eastern Europe for nearly a millennium. Klezmer musicians learned hundreds of tunes by ear, incorporating melodies from other cultures. Shows three generations of musicians involved in making the past live in the present through this revival.

Refugees in Out Backyard (VHS, 59 Minutes)

Documentary film on the displacement and migration of Central Americans to the United States. Film focuses on the causes of te migration, the risks and hazards faced by illegal immigrants, and their attempts to survive and remain in this country.

How to Behave (VHS, 43 Minutes)

Originally banned in Vietnam, the first *glasnost* documentary from that country. Cameraman Don Zuan Thuyet asks his friends to make a film on the subject of "tu-tu" — human relations, kindness, and fraternity. The film makers explore the reality behind the public slogans, revealing troubling scenes of daily Vietnamese life — a community which no longer seems able to define humanitarianism.

Pericles in America (VHS, 68 Minutes)

Unique musical portrait of immigrant clarinetist Pericles Halkias. Film moves between New York and Greece, combining social observations of two societies with enjoyable music. Examines the aspirations and ambivalence of Greek-Americans and how the music of their home unites them.

Two Worlds of Angelita (VHS, 73 Minutes)

Dramatic story of a young Puerto Rican trying to live in two cultures. Told through the eyes of a 9 year old Angelita as they struggle to find a better life on the mainland. The family becomes a microcosm of the thousands of Puerto Rican immigrants who have confronted the same confusions, disappointments, and hard-won successes.

Activities

1. *Hands Across the Sea*. Create an international pen pal program for participants. Have pen pals send a hand print — then make hand prints of participants also. Write the names and countries on the hand prints, cut them out and make a display, using a world map as the center piece. Attach pins or dots to the map to indicate pen pal locations.

   Resources: Riley, Julia. Making Mailbox Memories: Global Pen Friends for Grownups and Kids. Kindred Spirit Press, 1994.

2. *World Art Day*. Present interactive arts programs, such origami, beadwork, macrame, batik, or Chinese watercolor. Ask local crafts stores or art teachers to help with the program. Same sources may be able to provide a display for the library.

3. *Festival of the Worlds Foods*. Give instructions and have kids prepare and then eat ethnic foods. Contact local restaurants for help, or local adult education or recreation departments. Or do it yourself and keep it simple — fried rice, salsa, pasta, etc.

4. *Dogs of the World*. Survey your group to see what kinds of dogs they have. Depending on what you feel comfortable with, either use live dogs or slides. Invite a local veterinarian or representative of a local kennel club to come in and talk about dogs that are associated with countries, what they were bred for, why they developed — for example, German Shepherd, Poodle, St. Bernard, Shih Tzu, or Welsh Corgi.

5. *Oral History Project*. The local history collection specialist or historical society staff in your area can provide help with this. They should be able to identify significant ethnic groups and help find representatives of those groups in the community. A simple oral history interview script can be written, focusing on the immigrant experience and a comparison of life in the United States.

   Resources: Epstein, Ellen Robinson. Record and Remember: Tracing Your Roots Through Oral History. ISBN: 0-671-18356-7.

Chapter 4: Teen Friends Around the World

by
Maureen Harrill
Salem Public Library
28 East Main Street
Salem, VA 24153-3897
Tel: (540) 375-3089
e-mail: mharrill@vsla.edu

The need for friendship is universal: sharing good times, danger or secrets. Friendship is not necessarily acceptance or kindness shared, but may include betrayal, hurt feelings or competition. "Whether the focus is on conflict between family and friend, the search for identity and courage, the joy of sharing, or the shock of betrayal, stories about friendship are of universal interest to young people. There's no more natural way to see across cultures than to recognize in stories from everywhere your own yearning for a friend you can trust or a group you can belong to. Some of the best friendship stories show how love and hurt get all mixed up, how you make friends and lose them and sometimes keep them for a lifetime." Quoted from: Rochman, Hazel, **Against Borders: Promoting Books for a Multicultural World.** ALA, 1993. ISBN: 083890601X

Michigan Library Association
Books Against Borders
Hazel Rochman, *Booklist*; Assistant Editor, Books for Youth

Abelove, Joan	Go and Come Back
Ashrawi, Hanan	This Side of Peace
Baldwin, James	Go Tell It on the Mountain
Bruchac, Joseph, ed.	Songs from This Earth on Turtle's Back
Burns, Diane	"Sure You Can Ask Me A Personal Question"
Carson, Jo	Stories I Ain't Told Nobody Yet
Cisneros, Sandra	The House on Mango Street
Holt, Kimberly Willis	My Louisiana Sky
Jimenez, Francisco	The Circuit: Stories from the Life of a Migrant Child
Kherdian, D. & Hogogrian N.	The Golden Bracelet
Lessing, Doris	African Stories
Lobel, Anita	No Pretty Pictures: A Child of War
Mandela, Nelson	Long Walk to Freedom
Mathabane, Mark	Kaffir Boy
McKee, Time & Anne Blackshaw	No More Strangers Now: Young Voices from a New South Africa
Morrison, Toni	Beloved
Nye, Naomi Shihab, ed.	Space Between Our Footsteps: Poems & Paintings from the Middle East
Peck, Richard	A Long Way from Chicago
Roberts, Michael	Jungle ABC
Rochman & McCampbell, ed.	Leaving Home: Stories. Bearing Witness
Rochman, Hazel	Against Borders
Rodriguez, Richard	Hunger of Memory
Salisbury, Graham	Shark Bait
San Souci, Robert & Raul Colon	A Weave of Words
Uchida, Yoshiko	The Invisible Thread
Woolf, Virginia	A Room of One's Own
Zemser, Amy Bronwen	Beyond the Mango Tree

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Booktalks

Freak the Mighty by Rodman Philbrick.

" 'Killer Kane, Killer Kane, had a kid who had no brain!' That's what they used to yell at me, and then they'd run like crazy because I'm the spitting image of my bad old dad. Or so they say. I never gave it a lot of thought because basically it was easier to act brainless, and when you're as big as I am, people believe it. Even my mother's people, Grim and Gram, even *they* were afraid of me. Everything changed when Freak moved into the neighborhood. Little dude about two feet tall, he was smarter than Einstein, so smart he wrote his own dictionary, and invented flying machines, and discovered buried treasure, and the weird thing is, he wasn't afraid of me. No way, he was too smart for that." Spoken in the voice of Maxwell, a boy who has things he wants to forget, this is a story of friendship between two unlikely boys--Kevin with a unique physical disability and Max with learning disabilities and a background of family violence. Their imaginations lead them into situations that you do not want to miss. A quick, fast-paced read.

In the Stone Circle by Elizabeth Cody Kimmel.

Fourteen-year-old Cristyn is upset when her father announces that they will be spending the summer in Wales. Professor Stone teaches medieval studies in a small town in Ohio and that's where Cristyn wants to stay. Life without her best friend Charlotte will be unbearable, or so she thinks. But from the moment they arrive at the sixteenth-century stone house in Dolwyddelan, Wales, life suddenly becomes *different.* Strange things are happening to Cristyn…a mysterious stairway leading from her room to where??? Why are these "visions" from the past so…real? Will the ancient circle of stones in the forest reveal the secrets of the past? And will that obnoxious girl Miranda and her brother Dennis, who are sharing the house, ever be more than just an irritation to Cristyn? Pick up this book and be transported to another place and time…where Cristyn, Miranda and Dennis come face to face with…?

Read it and find out what lives at the bottom of the stairs!!!

Library Staff Generated Programs

T-Shirt Art:

Friends Around The World being the theme, have teens select famous friends from their reading . . . such as Brian Jacque's Redwall Series. Turn their fondness for cartoons into an art experience:

Create your own T-shirt day: The idea is to have an art project teens will relate to; to avoid copyright infringement, no one traces or enlarges from original art. Gather some how-to art or cartoon books for their browsing.

Alternate Idea: Could make this a contest with a prize for various categories: most original, best design, most humorous, craziest, etc. Ask Wal-Mart or another discount or toy store to sponsor this with an incentive. Movie passes and gift certificates from fast food chains would be nice too. Ask in writing and early.

Medium: Use paints from a craft store designed to be permanent for cloth. Suggest the teens wear something old or bring a cover-up shirt.

Promote this in the usual ways: within the library with posters and sign-up sheets; at your middle schools (this may be of more interest to younger teens and pre-teens), but will depend on your approach and your target age-group.

Publicize this by asking your local newspaper to come and photograph the kids and their creations. It's good for the newspaper and very good publicity for the library.

Program Ideas

Craft Idea: Friendship Bracelet or Hemp Neck-Art

Making something can be fun especially with a friend or for a friend. Use hemp or twine or leather strips with beads to create wearable art such as friendship bracelets, or neck-art for guys or gals. Limit size of group so individual help can be given.

Author Visit: Invite a local author to come talk about the process of writing.

Journal writing may be a good topic for teens and a good way to learn to express feelings. There is a list of Virginia authors that is available through the Library of Virginia if you do not already have one. Find an author close to you geographically and see if another library would like to book the author as well and share traveling costs.

Magic Program: How To Do It

Most magicians can add a theme (Friends Around The World or the Magic of Friendship) to their program if they have time to prepare, so call one you've used and see if this is possible. Teens like to know how to "do" magic, so this is a natural for them. Middle school kids are more interested than older teens.

Presenter: Mike Fisher otherwise known as "FISH THE MAGISH"

106 Oakmont Drive
Ashboro, NC 27203
Tel: (910) 629-5912

Reasonable rates and willing to travel as he books his programs around school visits as well.

Program: Film Festival

Age of Participants: Middle to High School

Incentives: Refreshments are a must with any video program. Arrange with the local middle or high school (depends on your focus) to give credit to the teens that attend the film series. Have a drawing for a prize on the last day.

Movies: Around the World With Multicultural Movies for Teens.

The setting is around the world: some take place in this country, some are other countries. You would need to get permission to use these films from the production company unless you have public performance rights. Disney will sometimes give permission if you demonstrate that your program is educational.

African Journey. Produced by WonderWorks Family Movies. 58 min. What is friendship really all about? Come to East Africa with Luke, a high school student from Canada and find out as he meets Temba, a young African as they search for their fathers, who have been in a terrible mining accident. Will a lasting friendship be forged as they search for their respective parents? Will they reach their goal? Watch this fast-paced film to see what happens!

Anne of Green Gables. Produced by Sullivan Films, Inc., PBS Wonderworks, 1987. Location is Prince Edward Island, Canada. Anne Shirley is orphaned as a young girl and later adopted by a brother and sister who own Green Gables. Anne is very spirited and very bright twelve year old (when the story begins) with an imagination to astound. Friendship has been the stuff of dreams for Anne. Follow the story and see if fate brings this "kindred spirit" into Anne's life.

Cool Runnings. Walt Disney Pictures, Buena Vista Home Video. 98 min.
This is a true story of friendship between four young men and how they become the first bobsled team from Jamaica to make it to the Olympics. It's comedy at its funniest and it is definitely a great film for teens.

Jumanji. Tri-Star Productions, 1996. 104 min. Rated PG.
When young Alan Parrish discovers a mysterious board game, he doesn't realize its unimaginable powers until he is magically transported, before the startled eyes of his friend Sarah, into the untamed jungles of Jumanji! There he remains for 26 years until he is freed from the spell by two unsuspecting children. Now a grown (and rather hairy) man, Alan reunites with Sarah, his old childhood friend and with the help of the children, they try to outwit the game's powerful forces. Friendship is fast at work in this magical video.

Maricela. Produced by WonderWorks Family Movies. 58 min.
Maricela and her mother Eugenia have fled El Salvador for the U.S. with hopes of building a better life. Unable to find work in her profession as a teacher, Eugenia becomes a live-in housekeeper to the affluent Gannett family. Maricela clashes with teenage Stacy Gannett, who resents her presence. Can friendship become a reality for these two girls whose lives are so different?

The Mighty Pawns. Produced by WonderWorks Family Movies. 58 min.
Based on a true incident, this movie tells a story of hope for all young people. In an inner-city middle school, a maverick teacher takes four students off the streets when he introduces them to chessboards and chesspieces. Discover whether they make it to the national championship and whether they end up as friends.

The Parent Trap. Walt Disney Productions. 127 min. 1961.
Hayley Mills stars in this movie of two young girls who become fast friends while at summer camp. Later they discover they are long-lost twin sisters, separated shortly after birth, with one twin living with her dad on a ranch out west and the other living with her mother in Boston. Switching places has never been funnier or more confusing. Compare this version with the recently released movie of the same name.

**These are annotated suggestions for films with the theme of friendship. A film series could be a combination of all six themes from the Summer Reading Program.

Program by Outside Presenter

Program: Storytelling

Learn how to tell funny, silly or dramatic stories for your friends and others: a great skill to know for Halloween or any type of party! Can use this skill when baby-sitting!

Presenter: Outside storyteller, a local person or a paid professional.

Concept: Teens sometimes like to act out and definitely like to act silly. Here's a way that may get them involved in the library and with each other. Stress the fun side of this one by hiring a dynamic storyteller and have her teach and demonstrate how fun it can be to tell stories and act them out. It's a skill that could help any teen when baby-sitting or when out with their friends. I have found that many local areas have people who have storytelling skills that they might like to share and may even want to do it without pay. Sign-up at their middle or high school and at your library after you make a school visit to promote this one.

Time: Late or mid afternoon or an evening may be more appealing to this age. Offering snacks is also an incentive for getting teens involved.

Presenter: Mary M. Veverka, 4911 Plantation Grove Lane, Roanoke, Virginia 24012, (540) 977-2504 (reasonable rates). Mary does educational workshops, so would be a natural for this.

Presenter: Susan Clark, 324 Sherwood Ave., Staunton, Va. 24401, (540) 886-3884 (reasonable rates). Available mostly on weekends or in the summer months.

These two storytellers I have worked with and found to be very professional and lots of fun. Just talking to them about such a program could bring up other directions with which to take this.

Program by Outside Presenter

What is friendship? Being a friend can be confusing. Is it sharing good and bad feelings as well as secrets? Is it helping each other in times of crises?

What is it like to feel friendless? How do you know when a friend needs help? Find out more about these important aspects of being a friend.

Presenter: Local person involved with helping teens such as a school counselor, a teacher who really relates to the problems of teens, a youth minister, a mental health professional. Ask them to bring promotional literature to pass out.

Promotion: Leave information at the middle and high schools such as a poster, or information sheets to be handed out to each class. You may need the permission of the local school superintendent prior to distribution. News release to newspapers and radio or TV station. And have lots of eye-catching information at the library. If the posters and other visual material are up-beat and sophisticated as well as colorful, it could make quite a difference in the attendance.

Incentive: Have a drawing for a door prize and mention this in the promotional material. Have snacks like chips and drinks.

MIDDLE SCHOOL:

Armstrong, Jennifer. **Steal Away**, 1993. PB ISBN: 0590469215.
Avi. **Romeo and Juliet - Together (and Alive) At Last**, 1987. ISBN: 0531057216.
Blakeslee, Ann. **Different Kind of Hero**, 1997. ISBN: 0761450009.
Bunting, Eve. **Spying on Miss Muller**, 1995. ISBN: 0395691729.
Caseley, Judith. **Losing Louisa**. March 1999. ISBN: 0374346658.
Creech, Sharon. **Bloomability**, 1998. ISBN: 0060269936.
Creech, Sharon. **Walk Two Moons**, 1994. ISBN: 0060233346.
Danziger, Paula. **Remember Me to Harold Square**, 1987. ISBN: 0440201535.
Deaver, Julie. **Say Goodnight, Gracie**, 1988. PB ISBN: 0064470075.
Gee, Maurice. **The Champion**, 1993. ISBN:0671865617.
Hobbs, Will. **Far North**, 1996. ISBN: 0688141927.
Kimmel, Elizabeth C. **In the Stone Circle**, 1998. ISBN: 0590213083.
Konigsburg, E.L. **View From Saturday**, 1996. ISBN: 068980993X.
Levoy, Myron. **Alan and Naomi**, 1987. PB ISBN: 0064402096.
Napoli, Donna. **Stones in Water**, 1997. ISBN: 0525458425.
Naylor. Phyllis. **Agony of Alice**, 1997. ISBN: 0689311435.
Naylor, Phyllis. **All But Alice**, 1992. ISBN: 0689317735.
Nolan, Han. **Send Me Down a Miracle**, 1996. ISBN: 0152009795.
Okimoto, Jeanie D. **Take a Chance, Gramps!** 1996. ISBN: 0812543238.
Patterson, Katherine. **Bridge to Terabithia**, 1977. ISBN: 0690013590.
Paulsen, Gary. **Harris and Me: A Summer Remembered**, 1993. ISBN: 0152928774.
Paulsen, Gary. **Mr. Tucket**, 1994. ISBN: 0385311699.
Peck, Richard. **Bel-Air Bambi and the Mall Rats**, 1995. ISBN: 0440219256.
Salisbury, Graham. **Shark Bait,** 1997. ISBN: 0385322372.
Salisbury, Graham. **Under the Blood Red Sun**, 1994. ISBN: 038532099X.
Taylor, Theodore. **The Cay**, 1987. ISBN: 0385079060.
Voigt, Cynthia. **Bad, Badder, Baddest**, 1997. ISBN: 0590601369.
Wright, Betty. **Summer of Mrs. MacGregor**, 1986. ISBN: 0823406288.

HIGH SCHOOL:

Armstrong, Jennifer. **Mary Mehan Awake**, 1997. ISBN: 0679882766.
Avi. **Sometimes I Think I Hear My Name**, c1982, 1995. PB ISBN: 0380724243.
Bauer, Joan. **Squashed,** 1992. ISBN: 0385307934.
Binchy, Maeve. **Circle of Friends**, 1990. ISBN: 0385301499.
Brooks, Bruce. **Moves Make the Man**, 1987. ISBN: 0060206985.
Carter, Alden. **Bull Catcher**, 1997. ISBN: 0590509586.
Chambers, Veronica. **Marisol and Magdalena: The Sound of Our Sisterhood,** 1998. ISBN: 0786804378.
Cole, Brock. **Celine**, 1991. PB ISBN: 0374410828.
Conford, Ellen. **The Crush,** 1998. ISBN: 0060254149.

Carter, Alden. **Bull Catcher**, 1997. ISBN: 0590509586.
Chambers, Veronica. **Marisol and Magdalena: The Sound of Our Sisterhood**, 1998. ISBN: 0786804378.
Cole, Brock. **Celine**, 1991. PB ISBN: 0374410828.
Conford, Ellen. **The Crush**, 1998. ISBN: 0060254149.
Cooney, Caroline. **Among Friends**, 1988. PB ISBN: 0440226929.
Cormier, Robert. **Tenderness**, 1997. ISBN: 0385322860.
Dessen, Sarah. **Someone Like You**, 1998. ISBN:0670877786.
Deuker, Carl. **Painting the Black**, 1997. ISBN: 0395828481.
Dygard, Thomas. **Backfield Package**, 1992. ISBN: 0688114717.
Ferris, Jean. **Across the Grain**, 1993. ISBN: 0374300305.
Hesse, Karen. **Phoenix Rising**, 1994. ISBN: 0805031081.
Hobbs, Will. **Get It While It's Hot. Or not**, 1996. ISBN: 0531095401.
Klass, David. **Danger Zone**, 1998. ISBN: 0590485903.
L'Engle, Madeline. **House Like a Lotus**, 1985. ISBN: 0374333858.
Lynch, Chris. **Slot Machine**, 1995. ISBN: 0060235853.
Mazer, Norma F. **Babyface**, 1990. ISBN:0688087523.
Naylor, Phyllis. **Alice the Brave**, 1995. ISBN: 0689800959.
Paulsen, Gary. **The Car**, 1994. ISBN: 0152928782.
Paulsen, Gary. **The Schernoff Discoveries**, 1997. ISBN: 0385321945.
Peck, Richard. **Representing Super Doll**, 1997. PB ISBN: 014038555X.
Peck, Robert. **Remembering the Good Times**, 1986. PB ISBN: 0440973392.
Philbrick, Rodman. **Freak the Mighty**, 1993. ISBN: 059047412X.
Pohl, Peter. **I Miss You, I miss You!** April 1999. ISBN: 9129639352.
Qualey, Marsha. **Come in From the Cold**, 1994. ISBN: 0395689864.
Sebestyen, Ouida. **Out of Nowhere**, 1994. ISBN: 0531068390.
Sharpe, Susan. **Real Friends**, 1994. ISBN: 0027823520.
Shelton, Dyan. **Boy of My Dreams**, 1997. ISBN: 0763600040.
Strasser, Todd. **How I Changed My Life**, 1996. ISBN: 0671884158.
Voigt, Cynthia. **David and Jonathan**, 1992. ISBN: 0590451650.
Werlin, Nancy. **Are You Alone on Purpose?** 1994. ISBN: 039567350X.
Wieler, Diana. **Bad Boy**, 1997. PB ISBN: 0888990839.
Williams-Garcia, Rita. **Like Sisters on the Homefront**, 1995. ISBN: 0525674659.
Wolff, Virginia. **Make Lemonade**, 1993. ISBN: 0805022287.

Chapter 5: Revolutions Around the World

by
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Revolutions Booktalk

Picture yourself relaxing at home in front of the television when all of a sudden a knock at the door freezes every fiber of your being. That one knock is one that will ever after change your life. When that door opens, strangers will ransack your house, kidnap your parents, and take away all of your rights all because some people in your community don't like what you believe. These are only some of the things that happened to Ji-Li Jiang in **Red Scarf Girl**, her autobiographical memoirs of life during the Cultural Revolution in China. In her story, young Ji Li's school closes down, buildings are desecrated, and neighbors betray neighbors. Those who are not accepted into the "new culture" must constantly prove that they are worthy or else they are harassed and in danger of losing their lives. This is a time of great change in China when all aspects of the "old culture" need to be rooted out in order for the "new culture" to rise. Imagine that you are wearing last year's stylish outfit. Since the outfit is now out of style, you are an easy target for mass beatings or humiliation simply because you are not conforming to the current lifestyle. Ji-Li sees the youth guards in charge of promoting the "new culture" to be violent and spiteful bullies. Should she stand up against these governmentally-endorsed promoters of "new culture" or should she join in so she can be a part of history? Find out in Ji-Li's true story, *Red Scarf Girl*!

Have you ever thought about drifting away to a deserted island? Flora Popescu has and the deserted island of her dreams is made entirely of chocolate. A few banana trees are interspersed as well throughout her fantasy island. Why does she dream of a chocolate island? Flora lives in Romania during the year 1989. Everyone in her neighborhood is in dire straits. Families must wake up in the wee hours of the morning to stand in line for stale bread, rolls of toilet paper, and eggs. There are no luxuries. Families are simply trying to make it through each week. Flora's father and many others secretly condemn Ceausescu's reign and plan to escape to a land of freedom and prosperity. Only when that plan goes wrong does Flora find herself in the midst of a revolution involving friends and family. Now she must defy death in order to find her father and save his life in **The Voices of Silence** by Bel Mooney.

You might think that most revolutions result in a major war breaking out. That is not always true. There are many revolutionary groups in this country that rise up now and again in an effort to subvert our government. Fourteen-year-old Kyle comes across one of these groups when he leaves L.A. to spend an exciting summer with his father in Michigan. Upon his arrival to his father's house, he receives a camouflage outfit, an introduction to the use of a variety of firearms, and a few glimpses of his father's "gun club."

Kyle soon becomes uneasy with his father's short-fused tirades against the government and his leadership in a vengeful militia. When Kyle becomes involved in a bombing incident, he must choose whether to join his father and this revolutionary group or follow his own instincts in **Camouflage** by Gloria Miklowitz.

For more revolutionary novels and real-life stories, join the reading revolution and visit your local public library!

Library Staff Generated Program

Start A Reading Revolution

Audience: Middle and High School Students

Purpose: To foster a love of reading in young adults and to promote creative thinking.

Presenter: Young Adult Librarian

Presentation: Invite young adults to visit the library and create a demonstration sign promoting reading in general and/or their favorite book using posterboard, yardstick-wide slabs of wood, and masking tape. Glitter, stickers, markers, construction paper, glue, and flashy wrapping paper could be used for students to decorate their signs. Students could even come up with their own slogans promoting reading in favor of other activities and advise others to join the revolution with their signs. If possible, invite those young adults to march outside the library for an allotted time span. Taking a picket sign to a school visit would spark interest as well. A field trip with your young adult advisory board and their signs may be in order. Along with this activity promote the young adult advisory board and try to recruit new members. If you have a teen volunteer program, recruit for volunteers as part of the Reading Revolution too. Several books such as **Forbidden City** by William Bell can be placed throughout the room for the young adults to browse and/or check-out while the librarian promotes these youth activities. You could even start out the event booktalking these titles.

Incentives: Students can have their picket signs displayed at the library for the summer. A prize could be awarded for the most original sign as well as for the most artistic.

Promotion: Take a demonstration sign on a school visit and announce that there will be a march. If you can get television coverage for the march, students may be attracted by the idea of being on television. Advertise at places that teens frequent such malls, comic stores, book stores, and music stores.

Funding: If you don't have any leftover glitter, wrapping paper, construction paper, etc. from previous library activities, cost will need to cover these items plus the posterboard, the wooden sticks, and/or any prizes that are awarded.

Library Staff Generated Program

Bastille Day Celebration

Audience: Middle and Junior High School Students

Purpose: To promote an understanding of history and an appreciation of independence in another nation as well as to foster an enjoyment of reading.

Presenter: Young Adult Librarian/ Local French Teacher

Presentation: Booktalk several titles about the French Revolution and discuss the relationships between Bastille Day and Independence Day. Serve cake in honor of Marie Antoinette and have "La Marseillaise" playing while students eat, mingle, browse the titles, play **Guillotine** (a new card game) in honor of storming the Bastille. The object of *Guillotine* is to collect as many noble heads as possible. You could even hold a *Guillotine* tournament with a gift certificate to the mall, music store, or comic store as the grand prize. Web sites about France and Bastille Day could be given on a handout. Students can also make their own chocolate sandwiches in honor of the French. These consist of a small bit of a Hershey's bar between two slices of French bread. Serve French bread and Brie, Camembert, and Chevre. Other suggestions include Clafouti, Truffles au Chocolat, Mystere Medicis, Strawberry Crepes and Ratatouille for the brave-hearted. Chocolate coins could be distributed when discussing the plight of the debtors in the Bastille.

Incentives: Choose French-related foods to serve and if you can collaborate with a French teacher, see if he/she has any ideas for door prizes that would be French-related. A set of *Guillotine* cards could be given away as a prize or a gift certificate to the mall, music store, etc. could be awarded to the card game winner.

Promotion: Visit schools (especially French classes) as well as the usual teen hangouts to inform teenagers of this event. If you can build a small guillotine and take it along on school visits, this item should spark interest.

Funding: Costs will include any food served and/or door prizes.

Resources:

Albyn, Carole Lisa and Lois Sinaiko Webb. **The Multicultural Cookbook for Students**. (0-89774-735-6)
Cook, Deanna F. **Kids' Multicultural Cookbook**. (0-913589-91-8)
Guillotine. Wizards of the Coast, 1998. (0-57530-534-8)
Lafargue, Francoise. **French Food and Drink**. (0-531-18130-8)
Vezza. Diane Simone. **Passport on a Plate: A Round-the-World Cookbook for Children**. (0-689-80155-6)

Web Sites:

The Bastille
http://hss.sd54.bc.ca/School/Pages/student/Humanities/hum-Renata/bastille.htm

The French Revolution
http://www.woodberry.org/acad/hist/FRWEB/index.htm

The French Revolution Home Page
http://members.aol.com/agentmess/frenchrev/index.html

The Guillotine Headquarters
http://www.logp.dk/guillotine/GuprojectSite/Guillotine.html

Library Staff Generated Program
Underground Writers Group

Audience: Middle and High School Students

Purpose: To encourage the development of creative writing skills and the enjoyment of reading.

Presenter: Young Adult Librarian/ Local English Teacher

Presentation: In candlelight or with flashlights (acting as though at a secret meeting), invite young writers to read their work or read passages from their favorite books and discuss them. Explain how in times of revolution, people would have to meet secretly to share ideas forbidden by the local government. Booktalk a few revolutionary titles such as **Zlata's Diary** and read a few excerpts. Pass the flashlight around to each participant and allow them to read their work. Then the group can comment and discuss at will. Remember not to let voices become too loud or the group may be intruded upon with threat of confiscation of library materials!

Incentives: Have food for the group such as pizza. I would recommend chips as well but they can be very noisy.

Promotion: Advertise this event at the local schools and at other places

Library Staff Generated Program

Russians, Anastasia, and the Faberge Eggs

Audience: Middle and Junior High School Students

Purpose: To introduce students to the history of the Russian Revolution and to a part of its culture.

Presenter: Young Adult Librarian/ Museum Spokesperson

Presentation: The young adult librarian discusses the history behind the Russian Revolution and the lives of Czar Nicholas II and his famous daughter Anastasia. Booktalking **Anastasia's Album** as well as books on Rasputin would start the program. If able, have a representative from the Virginia Museum or a local university professor discuss the history of the Faberge eggs and/or the Russian revolution. Then the young adult librarian will conclude the program by showing teens how to construct their own Faberge eggs using pins and multicolored sequins. These sequins are placed on a pin and then stuck into a styrofoam egg to create a design. If worried over using pins, then use paint on papier-mache eggs for a similar effect. You could host your own Faberge exhibit of these items made by teens.

Incentives: Students can win a prize for the most artistic egg. You may want to have sodas available for thirsty artists.

Promotion: Once again take flyers to places that teens frequent. Advertise in the library and during school visits.

Funding: Costs will need to cover art materials such as the styrofoam eggs/papier mache products as well as any drinks served.

Resources: Seidelman, James E. and Grace Mintonye. **Creating With Papier-Mache**. (0-02767190-0) o.p.

Library Staff Generated Program

Surfin' the Web Workshop

Audience: All ages

Purpose: To enhance computer skills and to provide an appreciation for information and entertainment found on the Internet.

Presenter: Young Adult Librarian and Young Adult Advisory Board

Presentation: Begin the program by discussing the computer revolution and how this machine has changed our daily existence. The young adult librarian can introduce materials regarding the Internet that are available at the library such as books of web sites like **The Book Lover's Guide to the Internet** as well as books explaining how to make a site such as **The Complete Idiot's Guide to Creating an HTML 4 Web Page**. The young adult advisory board can teach the public about certain search engines. The librarian can also discuss safety on the Internet. The advisory board can prepare a handout of favorite web sites for all ages. This program may also present the opportunity to promote other computer services available at the library. Lessons can be taught to senior citizens by the teenagers themselves or they can help monitor the progress of the class and help when needed. Sometimes young adults don't want programs simply for themselves and prefer to help with programs for others. This program provides a way for teenagers to get involved and feel good about helping others learn. These lessons could be one-on-one tutoring sessions in which learners sign up for specific times. Other than the Internet, young adults also teach others about other features of your OPAC.

Incentives: Young adult presenters and helpers could receive a certificate and maybe community service points as some students are required to work a certain number of community service hours for school requirements.

Promotion: Flyers at places teens hang out such as the music store, the mall, the local computer store, etc. would be a good idea. When doing school visits, make sure to visit the computer classes.

Funding: Hopefully, the library already has computers available with Internet access and other software packages so no special funding for this activity is needed.

Resources:

Northrup, Mary. **American Computer Pioneers**. (0-766-01053-8)
McFedries, Paul. **The Complete Idiot's Guide to Creating a n HTML 4 Web Page**. (0-789-71490-6)
Morris, Evan. **The Book Lover's Guide to the Internet**. (0-449-00227-6)

Library Staff Generated Program

Mexican Fiesta!

Audience: Middle and High School Students

Purpose: To gain an appreciation for Hispanic culture and literature.

Presenter: Young Adult Librarian/ Spanish Teacher/ Dance Instructor

Presentation: Display books about the Mexican revolution and the country itself along with Hispanic biographies, and fiction with Hispanic characters. Have a Mexican tasting table with delicacies from Mexico such as Fiesta Quesadillas, Burritos, and Chocolate Con Leche. A local Mexican restaurant may agree to cater your party and/or offer coupon discounts for those who attend. Try Taco Bell since they are now in the midst of the Taco Revolution. Have a local dance teacher teach some Latin American dance moves to the young adults. Also have young adults try their hand at a pinata filled with candy. A gift certificate to a local bookstore or music store could be awarded to the one who busts the pinata. Mexican music could provide background music for the event. A booklist of the items displayed could be given out to each attendee. This event could be held outdoors at night with string lights circling the party area. Crafts could include Mexican worry dolls, Hispanic paper flowers, and Huichol Yarn Art.

Incentives: Students will receive free food, candy from the pinata, a chance to win a gift certificate, and the opportunity to dance and enjoy a good party.

Promotion: Post flyers in the mall, at the music store, at school, and at the book store. Make sure you mention food and prizes.

Funding: The food and the gift certificate/prize will be items needing funding.

Resources:

Ancona, George. **The Pinata Maker/El Pinatero**. (0-15-261875-9)
Gomez, Paolo. **Food in Mexico**. (0-86625-341-6)
Soleillant, Claude. **Activities & Projects: Mexico in Color**. (0-8069-4552-4)
Terzian, Alexandra M. **The Kids' Multicultural Art Book**. (0-913589-72-1)
Vezza, Diane Simone. **Passport on a Plate: A Round-the-World Cookbook for Children**. (0-689-80155-6)

Web Sites:

Mexican Revolution
http://sorrel.humboldt.edu/~twj1/

Library Staff Generated Program

Movie Madness!

Audience: Middle to High School Students

Purpose: To enjoy seeing a different perspective on revolutions.

Presenter: Young Adult Librarian

Presentation: The young adult librarian could briefly show some items relating to revolutions throughout history. Also books made into film could be used to introduce the movie. Then sit back and enjoy the show! *Start the Revolution Without Me* and *A Tale of Two Cities* are both available for use in 16 mm film and public performance rights video.

Incentive: Serve popcorn and sodas during the event. If you feed them, they will come. Make sure flyers mention free popcorn and soda.

Promotion: Flyers sent to places where teens frequent (music store, movie theater, book store, etc.) are the best ways to promote this activity. Also advertise with flyers and/or posters at your library.

Library Display: You may be able to get some promotional posters from Swank to post before the event. During the event, set up a display of revolutionary videos and books that are available at the library.

Funding: Food will be one cost as well as the film. The movies from Swank vary in price from $100 - $200.

Resources: Swank Motion Pictures, Inc.
1-800-876-3344 or http://www.swank.com

Outside Presenters and Programs

YA Author Visit

Audience: Middle and High School Students

Presenter: Lou Kassem, 715 Burruss Drive, NW, Blacksburg, VA 24060, (540) 552-2241

Cost: $65 an hour plus expenses (mileage at .31 per mile)

Noted author of **The Innkeeper's Apprentice**, a novel about romance and intrigue during the American Revolution, talks with students about her writing process. How does she create her characters? Where do her stories come from? All these questions and more are answered in her general program. She is also available to conduct a writing program for middle schoolers as well. The program last approximately 45 minutes to an hour.

The Causes of the Russian Revolution in an Egg Shell: Faberge Eggs as a Chronicle of the Demise of the Russian Royal Family

Audience: Middle and High School Students

Presenter: Virginia Museum of Fine Arts, c/o David D. McKinney, Ph.D., Office of Statewide Partnerships, 2800 Grove Avenue, Richmond, VA 23221, (804) 367-0880

"The exquisitely crafted and jeweled imperial Easter eggs from the Faberge Workshops contain pictures and symbols that relate to the lives of the Russian Royal Family. Presented in 1896 to Alexandra when her husband Nicholas ascended the throne, one of the eggs in the collection of the Virginia Museum of Fine Arts tells two stories: One is the courtside of Nicholas and Alexandra that is told through a series of watercolors detailing locales with special memories to the couple; the other, which may be told by the same watercolors, is the interrelationships of the European aristocracy and how these relationships helped to bring about World War I and the Russian Revolution. This presentation traces the roots of both World War I and the Russian Revolution by examining the watercolor images contained in the Imperial Rock Crystal Easter Egg with Revolving Miniatures."

The Black Flag: Sailing with the Pirates

Audience: Middle and High School Students

Presenter: James R. Furqueron and Valli Anne Trusler, Historical Impressions, 704 North Avenue, Hopewell, VA 23860, (804) 452-1215

Cost: $275, several engagements can be negotiable.

"Come sail with the pirates of history, legend, and literature in this special presentation about life under the black flag. Meet Calico Jack Rackham and Mary Read as costumed interpreters dramatically present the life and legends of the famous pirates."

Give Me Liberty: African-Americans and the Revolution

Audience: Middle and High School Students

Presenter: Historical Impressions, 704 N. 9th Avenue, Hopewell, VA 23860, (804) 452-1215

Cost: $150 - $165, several engagements may be negotiable

"Experience the world of an African-American soldier during the American Revolution. A costumed interpreter will tell of his life during America's war for freedom and of his hopes and expectations. Guests will examine reproduction military gear and uniforms as they hear accounts of the war and stories of African-American life in Colonial Virginia."

Revolution on the River

Audience: Middle and High School Students

Presenter: Historical Impressions, 704 N. 9th Avenue, Hopewell, VA 23860, (804) 452-1215

Cost: $150 - $165, several engagements may be negotiable

"Journey back in time and experience the American Revolution through the eyes of a sailor in the Virginia State Navy. A costumed interpreter will talk about his experiences on the James and Appomattox during America's War for Independence and display reproduction military gear and uniforms. Come join us for this look at life on the river in the 18th century as Virginia's navy stands against the British."

Material Resources

ALA Graphics
1-800-545-2433
Bill Gates Read Poster
Item #5014-1097
$10.00

Social Studies School Service
1-800-421-4246
p. 7: EMA123-C9, American Revolution poster, $4.95
p. 7: MDP172-C9, Famous People of the American Revolution Bulletin Board Set, $6.95

Upstart
1-800-448-4887
p. 63: K8A-38673, Surf's Up Web Reference Cards, Package of 25 = $3.75
K8A-38671, Surf's Up Poster, $4.95
K8A-38672, Surf's Up Bookmarks (package of 200), 1-4 pkgs., $6.50; 5-9 pkgs. $6.25; 10+ pkgs. $6.00

p. 63: K8A-38668, Warning Poster, $4.95
K8A-38669, Warning Book Bags (package of 25); 1-9 pkgs., $8.95; 9-19 pkgs. $8.50; 20+ pkgs., $8.25

p. 83: K8A-32668, Read America bookmarks (4 designs in package of 200)
1-4 pkgs., $7.00; 5-9 pkgs., $6.75; 10+ pkgs., $6.50

Virginia Museum of Fine Arts/ Virginia Museum Statewide Educational Resources
Tel: (804) 367-0880

Videos available on the Lives of the Russian Royal Family
Lost to the Revolution (film or 1/2" video) WA-136
Faberge (1/2" video) WA-222
Film on Art and Life in Post-Revolution Russia
Art in Revolution (16mm film)

Middle School Bibliography - Fiction

Alexander, Lloyd. **The Ilyrian Adventure**. (0-440-40297-2)
Avi. **Captain Grey**. (0-688-12234-5)
Bell, William. **Forbidden City**. (0-440-22679-1)
Bradford, Henrietta. **Fire, Bed, and Bone**. (0-763-60338-4)
Chambers, Veronica. **Amistad Rising: A Story of Freedom**. (0-15-201803-4)
Collier, James Lincoln. **My Brother Sam Is Dead**. (0-590-42792-0)
Collier, James Lincoln and Christopher. **War Comes to Willy Freeman**. (0-440-49504-0)
Forbes, Esther. **Johnny Tremain**. (0-440-44250-8)
Fritz, Jean. **Early Thunder**. (0-140-32259-0)
Goodman, Joan Elizabeth. **Hope's Crossing**. (0-395-86195-0)
Gregory, Kristiana. **The Winter of Red Snow: The Revolutionary Diary of Abigail Jane Stewart**. (0-590-22653-3)
Haugaard, Erik Christian. **Under the Black Flag**. (187-037363-7)
Hawes, Charles Boardman. **The Dark Frigate**. (0-316-35009-5)
Holman, Felice. **The Wild Children**. (o.p.) (0-140-31930-1)
Kassem, Lou. **The Innkeeper's Apprentice**. (0-380-78348-7)
Miklowitz, Gloria. **Camouflage**. (0-152-01467-5)
Mooney, Bel. **The Voices of Silence**. (0-440-22758-5)
Myers, Anna. **The Keeping Room**. (0-802-78641-3)
O'Dell, Scott. **Sarah Bishop**. (0-590-44651-7)
Paulsen, Gary. **The Rifle**. (0-440-21920-5)
Rinaldi, Ann. **Cast Two Shadows**. (0-15-200881-0)
Rinaldi, Ann. **Finishing Becca: A Story About Peggy Shippen and Benedict Arnold**. (0-152-00879-9)
Rinaldi, Ann. **A Ride Into Morning: The Story of Tempe Wick** (0-152-00673-7)
Szablya, Helen. **Fall of the Red Star**. (1-563-97419-3)

Middle School Bibliography - Nonfiction

Albyn, Carole Lisa and Lois Sinaiko Webb. **The Multicultural Cookbook for Students**. (0-89774-735-6)

Ancona, George. **The Pinata Maker/El Pinatero**. (0-15-261875-9)

Bober, Natalie S. **Abigail Adams: Witness to a Revolution**. (0-689-31760-3)

Brewster, Hugh. **Anastasia's Album**. (0-786-80292-8)

Campling, Elizabeth & James. **The French Revolution**. (0-7134-3848-7)

Collier, James Lincoln. **The American Revolution**. (0-761-40440-6)

Cook, Deanna F. **Kids' Multicultural Cookbook**. (0-913589-91-8)

Dickinson, Joan D. **Bill Gates: Billionaire Computer Genius**. (0-894-90824-3)

Filipovic, Zlata. **Zlata's Diary: A Child's Life in Sarajevo**. (0-140-24205-8)

Garwood, Val. **The World of the Pirate**. (0-872-26281-2)

Gofen, Ethel. **France**. (1-85435-449-3)

Gomez, Paolo. **Food in Mexico**. (0-86625-341-6)

Jiang, Ji-Li. **Red Scarf Girl: A Memoir of the Cultural Revolution**. (0-060-27585-5)

Lafargue, Francoise. **French Food and Drink**. (0-531-18130-8)

Lincoln, Margarette. **The Pirate's Handbook**. (0-525-65209-4)

Murphy, Jim. **A Young Patriot: The American Revolution as Experienced by One Boy**. (0-395-90019-0)

Myers, Walter Dean. **Amistad: A Long Road to Freedom**. (0-52-545970-7)

Neimark, Anne E. **Che!** (0-397-32309-3)

Northrup, Mary. **American Computer Pioneers**. (0-766-01053-8)

O'Brien, Steven. **Pancho Villa**. (0-791-01257-3)

Platt, Richard. **Pirate**. (0-679-87255-8)

Ross, Stewart. **Pirates**. (1-56294-619-6)

Seidelman, James E. and Grace Mintonye. **Creating With Papier-Mache**. (0-027-67190-9) (o.p.)

Soleillant, Claude. **Activities & Projects: Mexico in Color**. (0-806-94553-2) (o.p.)

Stanley, Jerry. **Big Annie of Calumet: A True Story of the Industrial Revolution**. (0-517-70097-2)

Steele, Philip. **Pirates**. (0-753-45052-9)

Terzian, Alexandra M. **The Kids' Multicultural Art Book**. (0-913589-72-1)

Vail, John J. **Thomas Paine**. (1-555-46819-5)

Vezza, Diane Simone. **Passport on a Plate: A Round-the-World Cookbook for Children**. (0-689-80155-6)

Wright, Rachel. **Pirates: Facts, Things to Make, Activities**. (0-531-14156-X)

Yancey, Diane. **Life in War-Torn Bosnia**. (1-56006-326-2)

Zeinert, Karen. **The Amistad Slave Revolt and American Abolition**. (0-208-02438-7)

Zeinert, Karen. **Those Remarkable Women of the American Revolution**. (1-562-94657-9)

Zell, Fran. **Multicultural Portrait of the American Revolution**. (0-761-40051-6)

High School Bibliography - Fiction

Burke, James Lee. **Two for Texas**. (0-786-88011-2) (o.p.)
Dickens, Charles. **A Tale of Two Cities**. (0-140-37336-5)
Duncan, Dave. **Upland Outlaws**. (0-345-3847-76)
Edmonds, Walter D. **Drums Along the Mohawk**. (0-553-27412-0)
Fast, Howard. **The Hessian**. (1-563-24601-5)
Gabaldon, Diana. **Dragonfly in Amber**. (0-440-21562-5)
Gilman, Dorothy. **The Bells of Freedom**. (0-449-70447-5)
Hugo, Victor. **Les Miserables**. (0-449-30002-1)
Kurtz, Katherine. **Two Crowns for America**. (0-553-57287-3)
McCaffrey, Anne. **Freedom's Challenge**. (0-399-14397-1)
Orczy, Baroness. **The Scarlet Pimpernel**. (0-140-37454-X)
Pasternak, Boris. **Doctor Zhivago**. (0-679-77438-6)
Piercy, Marge. **City of Darkness, City of Light**. (0-449-91275-2)
Rand, Ayn. **We the Living**. (0-451-18784-9)

High School Bibliography - Nonfiction

Alexandra, Empress. **The Last Diary of Tsaritsa Alexandra**. (0-300-07212-0)
Banfield, Susan. **The Rights of Man, The Reign of Terror: The Story of the French Revolution.** (0-397-32354-9)
Blanc, Olivier. **Last Letters: Prisons & Prisoners of the French Revolution**. (0-374-52188-3) (o.p.)
Cofer, Judith Ortiz. **The Year of Our Revolution: Selected and New Stories and Poems**. (1-558-85224-7)
Connelly, Colm. **The Illustrated Life of Michael Collins**. (1-570-98112-4)
Cordingly, David. **Under the Black Flag: The Romance and the Reality of Life Among the Pirates**. (0-156-00549-2)
Erickson, Carolly. **To the Scaffold: The Life of Marie Antoinette**. (0-688-07301-8)
Faberge Eggs: Imperial Russian Fantasies. (0-8109-2602-4)
Habsburg, Geza Von and Marina Lopato. **Faberge Imperial Jeweler**. (0-8109-3320-9)
King, Greg. **The Man Who Killed Rasputin**. (1-55972-295-9)
Lesley, Parker. **Faberge: A Catalog of the Lillian Thomas Pratt Collection of Russian Imperial Jewels**. (0-917046-00-5)
McFedries, Paul. **The Complete Idiot's Guide to Creating an HTML 4 Web Page**. (0-789-71490-6)
Morris, Evan. **The Book Lover's Guide to the Internet**. (0-449-00227-6)
Wallace, Randall. **Braveheart**. (0-671-52281-7)

Pathfinder to Revolutions

Getting Started:

When looking for revolutionary figures, wars, or remembrances, browse historical areas focusing on the French Revolution, the Russian Revolution, the Cultural Revolution such as 944.04, 947.084, 951.003, 973.3, and 975, . If browsing for stories that take place during a particular revolution in history, look for the blue and white historical fiction sticker for possibilities.

Special Reference Books:

There are some reference books that can lead you to some good books on revolutions and many revolutionary figures. A few helpful titles include:

American Revolution: Opposing Viewpoints
REF 973.3 A
Cambridge Encyclopedia of China
REF 951.003 C
Encyclopedia of Colonial and Revolutionary America by John Mack Faragher
REF 973.303 E
Encyclopedia of Russian History: From the Christianization of Kiev to the Break-Up of the USSR by John Paxton
REF 947.003 P
Great Events From History: Modern European Series
REF 940 G
Penguin History of Latin America by Edwin Williamson
REF 980 W
Revolutionary America 1763-1789: A Bibliography compiled by Ronald M. Gephart
REF 016.9733 G
World Atlas of Revolutions, by Andrew Wheatcroft
REF 912.1322 W

Catalog:

There are numerous listings under revolutions and revolutionaries. Try these general listings for guidance.

Revolution
Revolutionaries
Revolutions
Dissenters
Revolutionaries – Biography
Revolutionaries – History – 19th Century
Revolutionaries – Mexico—Fiction
Revolutionaries – South America – Fiction
Revolutionaries – United States -- Biography
Revolutionary Ballads and Songs
Revolutions – China
Revolutions – Europe, Eastern – History – 20th Century
Revolutions – Europe – History – 20th Century
Revolutions -- Fiction
Revolutions -- France – History – 19th Century
Revolutions -- History
Revolutions -- History - 18th Century
Revolutions – Maps
Revolutions – Religious Aspects

Special Resources: If interested in information on a current revolution, search under "revolutions" as a subject heading or try a keyword search in our online database **Searchbank.** The *General Reference Center Gold* and *Academic ASAP* databases will probably be the most helpful.

Display Ideas

As a way to get feedback from your young adults on young adult programming and/or the young adult collection, have a display explaining what a dai-zi-bao is and how it was used in *Red Scarf Girl*. Have small dai-zi-bao paper available on a desk and allow young adults to write down what they think needs to be changed in the library. Using the cultural revolution as a backdrop for the display, ask young adults to gripe all they want about the young adult services. You will probably get some valuable feedback on how to provide better service to young adults. You could even use this opportunity to survey young adults or use young adults in performing a survey of patron satisfaction.

Post on a bulletin board or other display area, photos of revolutionary figures with either facts about them or quotes by them. This display could be ongoing with a new figure highlighted every week. You could also use this display as a game and have students guess who the revolutionary figure is and award a prize. All the entries with correct answers could be placed in a drawing for the prize.

Have a wall for students to post their own revolutionary heroes. They could bring pictures, photos, stories, poems, etc. to place on the wall. These items could be displayed throughout the summer and used as a sort of remembrance wall.

Have a box in which young adults place entries inside voting for their own revolutionary hero of today. The top ten most popular entries could be posted on a board with pictures (if possible) of the revolutionary heroes at the end of the summer.

School Visits

March into the classroom with your picket sign and hippie attire. Try to persuade the students to join in the reading revolution. Fight for the books that tend to be neglected in this technological age.

Wear chains around your wrists and act as a freed debtor from the Bastille.

Walk suspiciously around the room as if afraid the walls could talk. Stealthily bring out books for booktalking - one at a time. Glance nervously about the room as you hide each one after talking about it. Ask students to pass the word about the summer reading program revolution.

Revolutions Figures of the World

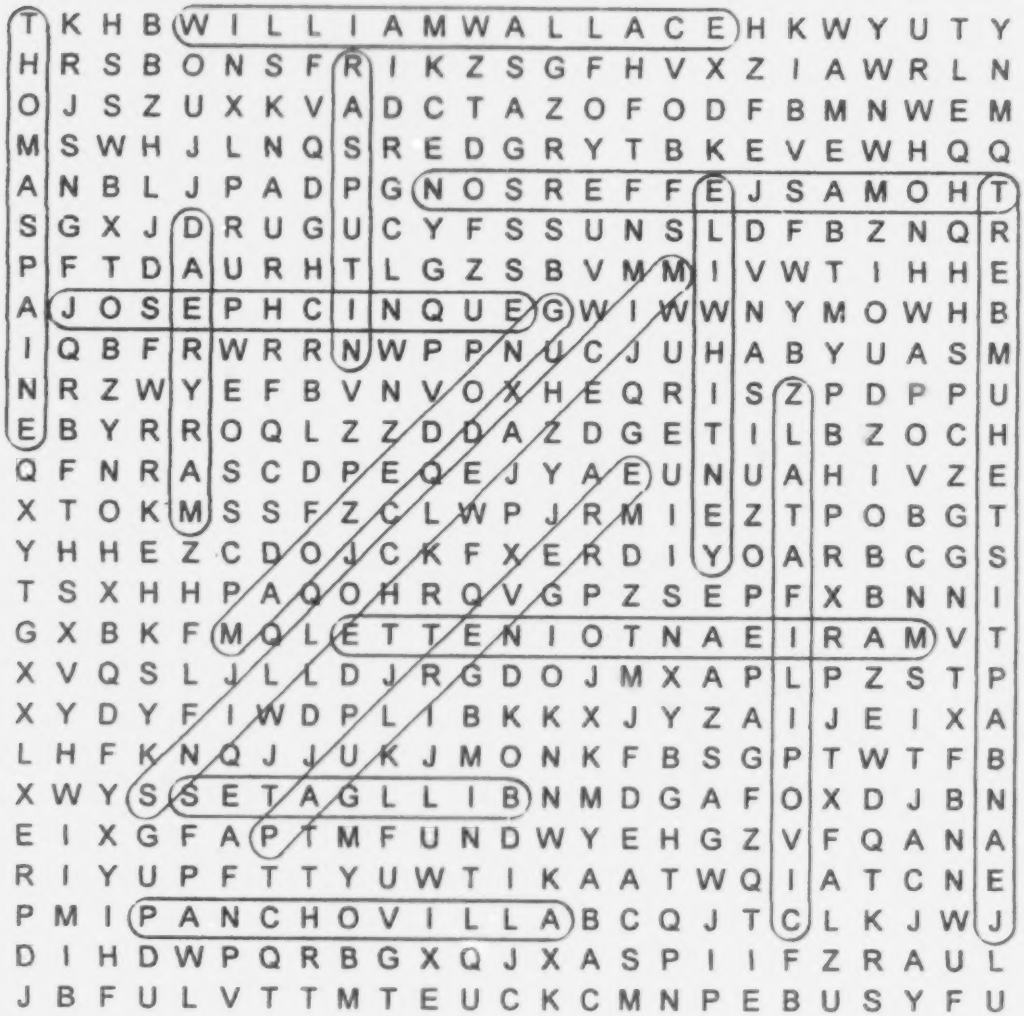
Search for the revolutionary figures listed below!

T K H B W I L L I A M W A L L A C E H K W Y U T Y
H R S B O N S F R I K Z S G F H V X Z I A W R L N
O J S Z U X K V A D C T A Z O F O D F B M N W E M
M S W H J L N Q S R E D G R Y T B K E V E W H Q Q
A N B L J P A D P G N O S R E F F E J S A M O H T
S G X J D R U G U C Y F S S U N S L D F B Z N Q R
P F T D A U R H T L G Z S B V M M I V W T I H H E
A J O S E P H C I N Q U E G W I W W N Y M O W H B
I Q B F R W R R N W P P N U C J U H A B Y U A S M
N R Z W Y E F B V N V O X H E Q R I S Z P D P P U
E B Y R R O Q L Z Z D D A Z D G E T I L B Z O C H
Q F N R A S C D P E Q E J Y A E U N U A H I V Z E
X T O K M S S F Z C L W P J R M I E Z T P O B G T
Y H H E Z C D O J C K F X E R D I Y O A R B C G S
T S X H H P A Q O H R Q V G P Z S E P F X B N N I
G X B K F M Q L E T T E N I O T N A E I R A M V T
X V Q S L J L L D J R G D O J M X A P L P Z S T P
X Y D Y F I W D P L I B K K X J Y Z A I J E I X A
L H F K N Q J J U K J M O N K F B S G P T W T F B
X W Y S S E T A G L L I B N M D G A F O X D J B N
E I X G F A P T M F U N D W Y E H G Z V F Q A N A
R I Y U P F T T Y U W T I K A A T W Q I A T C N E
P M I P A N C H O V I L L A B C Q J T C L K J W J
D I H D W P Q R B G X Q J X A S P I I F Z R A U L
J B F U L V T T M T E U C K C M N P E B U S Y F U

PANCHO VILLA
RASPUTIN
MARIE ANTOINETTE
ZLATA FILIPOVIC
JOSEPH CINQUE
MAO ZE-DONG
PAUL REVERE
THOMAS PAINE
BILL GATES
THOMAS JEFFERSON
ELI WHITNEY
WILLIAM WALLACE
MARY READ
MICHAEL COLLINS
JEAN-BAPTISTE HUMBERT

REVOLUTIONARY FIGURES OF THE WORLD

Search for the revolutionary figures listed below!


T K H B W I L L I A M W A L L A C E H K W Y U T Y
H R S B O N S F R I K Z S G F H V X Z I A W R L N
O J S Z U X K V A D C T A Z O F O D F B M N W E M
M S W H J L N Q S R E D G R Y T B K E V E W H Q Q
A N B L J P A D P G N O S R E F F E J S A M O H T
S G X J D R U G U C Y F S S U N S L D F B Z N Q R
P F T D A U R H T L G Z S B V M M I V W T I H H E
A J O S E P H C I N Q U E G W I W W N Y M O W H B
I Q B F R W R R N W P P N U C J U H A B Y U A S M
N R Z W Y E F B V N V O X H E Q R I S Z P D P P U
E B Y R R O Q L Z Z D D A Z D G E T I L B Z O C H
Q F N R A S C D P E Q E J Y A E U N U A H I V Z E
X T O K M S S F Z C L W P J R M I E Z T P O B G T
Y H H E Z C D O J C K F X E R D I Y O A R B C G S
T S X H H P A Q O H R Q V G P Z S E P F X B N N I
G X B K F M Q L E T T E N I O T N A E I R A M V T
X V Q S L J L L D J R G D O J M X A P L P Z S T P
X Y D Y F I W D P L I B K K X J Y Z A I J E I X A
L H F K N Q J J U K J M O N K F B S G P T W T F B
X W Y S S E T A G L L I B N M D G A F O X D J B N
E I X G F A P T M F U N D W Y E H G Z V F Q A N A
R I Y U P F T T Y U W T I K A A T W Q I A T C N E
P M I P A N C H O V I L L A B C Q J T C L K J W J
D I H D W P Q R B G X Q J X A S P I I F Z R A U L
J B F U L V T T M T E U C K C M N P E B U S Y F U

Chapter 6:
Voyages

by
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E-mail: dmccaule@vsla.edu

Most of you will never sail around the world in a 24 foot sloop like Robin Lee Graham did in **Dove,** go on **A Walk Across America** like Peter Jenkins, or climb **Into Thin Air** like Jon Krakauer to experience a life-changing trip. But just about all of you will get that magical piece of plastic with your picture on it when you turn 16--your driver's license!

Rules of the Road, by Joan Bauer. ISBN 0-399-23140-4

Jenna Boller, student and shoe salesperson extraordinaire, was the proud owner of a 6-month old driver's license, her ticket out of the year of the Big Slump. A year in which she'd gained seventeen and a half pounds, gone from center forward to second-string guard, got knocked off the honor roll because of a C minus in History, and became the brunt of Billy Mundy's "*Ms Moose*" taunts. On top of all that, her alcoholic father was back in town. The only bright spot in Jenna's life was her job at Gladstone's Shoe Store. She loved her job and did an excellent job. She knew shoes and knew how to sell them.

One day Madeline Gladstone gave Jenna a life-changing proposal. Mrs. Gladstone wanted someone to drive her down to Texas for the annual stockholders meeting where she would officially retire as president of the company. Along the way she wanted to stop at key Gladstone Shoe Stores. She wanted someone who not only drove, but had a rudimentary understanding of the shoe business. Mrs. Gladstone wanted Jenna and her 6-month old license to take the job. Jenna would get double her daily salary and commissions. Her travel accommodations, meals, and spending money would be provided. Upon their *safe* return to Chicago, she could receive an additional bonus. Not bad for six-weeks work during the summer.

The Car, by Gary Paulsen. ISBN 0-15-292878-2

Terry is fourteen. He's too young to have a driver's license, but he does have a car- a Blakely Bearcat kit car he assembles himself the night both his parents leave.

They had never really be there for him before. Terry had pretty much raised himself even though the three of them lived together in the small rented house. His mother was the first to call that night, "Terry, I'm not coming home. I can't take it any more. Tell your father I won't bet here for him to fight any longer." Just over an hour later his father called, "Tell your mother I'm not coming back. . . I'm sick of the whole thing." Terry was alone, all by himself. And then he smiled. Alone, by myself with the car.

First, Terry had to put the car together. Then he had to learn how to drive it. That part was a little tricky. It had a stick shift, clutch, and gears. When he felt comfortable enough with the driving part Terry packed some clothes, tools, and plastic sheeting and headed west to Oregon.

Terry wasn't alone for long. On that first day he picked-up a hitchhiker who changed his life and taught him more than either of his parents ever had. The hitchhiker was forty-five year-old Waylon Jackson a Vietnam vet and wandering "learner". He owned only what he carried, and his name appeared on no forms.

As the two of them visit Custer's Last Stand, dine at a fundamentalist commune, and meet all types of people on their travels west Terry learns more about life and people than he ever had in school. And he still didn't have his driver's license!

Program Ideas

1. A narrated slide show or video with plenty of personal experiences is the next best thing to traveling itself. Remember to include plenty of refreshments -- try the specialties of the featured location. Solicit slides of travel destinations from library staff, YA's, travel agents. Have teens write their own travelogues to go with the slides, either from personal experience or finding information in the library. Encourage creativity. Can work in pairs or groups. Serve refreshments that are specialties of the featured countries.

2. Contact one of the three Virginia chapters of the Potomac Appalachian Trail Club (PATC) to do a program on backpacking or hiking, to demonstrate hiking gear, or show how to pack a backpack. Members may be willing to show slides or a video of a recent hike. To find a local chapter of the PATC, check their website at http://patc.simplenet.com/index.html.

3. Watching a movie and eating popcorn are high on the list of anyone's favorite things to do. Try a showing of the 1956 Academy Award winning *Around the World in 80 Days*, starring David Niven and Virginia's own Shirley MacLain. It's about three hours long, so include an old-fashioned intermission. There is also a 1989 version with Pierce Brosnan and Eric Idle.

   Other voyage videos are *Apollo 13*, and *Gulliver's Travels*.

   All four videos may be purchased from The Library Video Company:

   Library Video Company
   P.O. Box 580
   Wynnewood, PA 19096
   1-800-843-3620

   Another classic travel adventure is *Kon-Tiki*, Thor Heyerdahl's classic recreation of ancient Peruvians' Pacific crossing by raft. Request public performance rights for all videos from the Motion Picture Licensing Corp.: 1-800-462-8855. The video is available from Amazon (www.amazon.com) ISBN: 156839036X for $21.21.

5. Several CD-ROMs are available which will give teens a virtual traveling and exploring experience without the expense or danger. All are available from the Library Video Company.

   Africa Trail: Relive a world-record-setting bicycle trek across Africa.

Amazon Trail II: Explore the Amazon basin's ecology, geography, and history.

Antarctica: The Last Continent: Stay warm while exploring the ice-covered South Pole.

Encarta Virtual Globe '98: See real people, sights and sounds from any spot on the earth.

MayaQuest: Based on Dan Buettner's expedition through the history, geography, and archaeology of Central America.

Nile: Passage to Egypt: 4,000 miles through 5,000 years of life along the Nile.

Oregon Trail 3: The classic simulated adventure game.

Yukon Trail: Can you survive the Klondike gold rush?

Middle School Bibliography

Anema, Durlynn. **Harriet Chalmers Adams: Adventurer and Explorer**. (1-8838-46-18-8)
A founding member of the Society of Woman Geographers and contributor to *National Geographic*, Harriet Chalmers Adams traveled to some of the most treacherous parts of the globe in the early 1900's.

Bauer, Joan. **Rules of the Road**. (0-399-23140-4)
Jenna Boller begins to learn some of the rules of life one summer as she becomes driver and business aide to the elderly president of Gladstone Shoe Stores.

Brooks, Bruce. **Midnight Hour Encores**. (0064470210)
Sib Spooner is a gifted celloist who lives with her father. When she finally asks to meet her mother for the first time, her dad arranges a trip across the country and back in time to the Age of Aquarius (complete with VW bus) so Sib will be able to understand the mother who chose not to keep her.

Buettner, Dan. **AFRICAtrek: A Journey By Bicycle Through Africa**. (0-8225-2951-3)
Dan and Steve Buettner with a multinational team explore 11,855-miles of Africa, from the Mediterranean coast to its southernmost tip.

Murphy, Barbara Beasley. **Fly Like an Eagle**. (0440219485)
Ace takes part in his father's summer journey west as they trace his father's roots from an orphanage to the San Ildefonso Pueblo in New Mexico.

Paulsen, Gary. **The Car**. (0152928782)
Abandoned by both parents at fourteen, Terry takes a kit car he assembles by himself and travels west. His companion, a Vietnam veteran, and the experiences they share provide invaluable lessons.

Saint George, Judith. **Sacagawea**. (0399231617)
A biography of the young woman who traveled with Lewis and Clark's Corps of Discovery.

Szabo, Corinne. **Sky Pioneer: A Photobiography of Amelia Earhart**. (0792237374)
The life in words and pictures of the famous female pilot who disappeared somewhere over the Pacific during a flight around the world--the first to be attempted by a woman.

High School Bibliography

Bauer, Joan. **Rules of the Road**. (0399231404)
Jenna Boller begins to learn some of the rules of life one summer as she becomes driver and business aide to the elderly president of Gladstone Shoe Stores.

Graham, Robin Lee. **Dove**. (0060920475)
The story of Robin Lee Graham's five year solo trip around the world in a 24 foot sloop.

Harris, Eddy L. **Mississippi Solo: A River Quest**. (0805059032)
To fulfill his life-long dream, this young African-American paddled his canoe down the length of the Mississippi River, from Minnesota to New Orleans.

Heyerdahl, Thor. **Kon-Tiki**. (0671726528)
The classic true adventure story of the 1948 trip across the Pacific Ocean on rafts which proved that ancient Peruvians could have settled the Polynesian islands.

Jenkins, Peter. **A Walk Across America**. (0449204553)
In 1973 Peter Jenkins decided to walk across America to find out for himself what this country was all about. This is the story of his trip from New York to the Gulf of Mexico and the people he met along the way.

Paulsen, Gary. **The Car**. (015298782)
Abandoned by both parents at fourteen, Terry takes a kit car he assembles by himself and travels west. His companion, a Vietnam veteran, and the experiences they share provide invaluable lessons.

Temple, Frances. **The Ramsay Scallop**. (0064406016)
To calm their fears about marriage and to atone for their village's sins, Father Gregory sends Elenor and her intended, Thomas, on a religious and chaste pilgrimage from England, through France to Spain.

Thompson, Julian F. **Philo Fortune's Awesome Journey to His Comfort Zone**. (0140381694)
Philo took a summer road trip in his parent's VW Squareback to help him "find himself" and show him how to make his future fortune. However, a pretty hitchhiker and some drug smugglers show Philo his true self.

Pathfinder to Voyages

Subject Headings

Bicycle touring
Hiking
Safaris
Travels
Travelers
Voyages and travels
Voyages around the world
Women explorers

Online Sources

The World Wide Web is perfect for virtual and interactive travel adventures. This is just a sampling.

23 Peaks Expedition
http://www.23peaks.com
Join Phil Buck's odyssey to climb the highest mountain in every nation in North, Central and South America.

Amazon Adventure
http://vif27.icair.iac.org.nz/
A virtual journey along the Amazon River system in Brazil and Peru.

At Sea -- A Virtual Voyage Around the World
http://www.chron.com/content/interactive/voyager/sail/
Lee Gunter and Mindi Miller sail their 32-foot sailboat around the world.

Circle the Globe with Janet and John
http://tawny.bu.edu/JandJ/
In 1995-95, Janet and John with their frog, Fargo, traveled around the world.

DogTrek 97-98 Trans-American Expedition
http://
Follow Wendy Smith and her dog team as they travel from Main to Alaska.

Global Online Adventure Learning (GOALS)
http://www.goals.com/homebody.htm
Educational adventures emphasizing science, technology, and nature.

Hitchhiking Vietnam
http://www.pbs.org/hitchhikingvietnam/

Karin's solo trip through Vietnam. A video of her documentary **Hitchhiking Vietnam** is available for $19.95 by calling 1-800-255-9424,

Max @ School
http://www.solomax.com/

On July 4, 1997, Max began a four year solo kayak journey from Western Canada to Eastern Canada via Nicaragua.

Road Trip America
http://www.roadtripamerica.com/mainmenu.htm

A virtual trip across America featuring fun pictures.

Viking Voyage 1000
http://www.viking1000.org/

Follow 12 men as they try to recreate Leif Eriksson's voyage from Greenland to Newfoundland.

Chapter 7:
Time Travel

by
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Tel: (757)431-3011

Time travel is an exciting topic with many facets. It suggests scientific topics such as Einstein's theory of relativity and the possibility and desirability of time travel; black holes; the fourth dimension; time and its measurement, including the history of calendars, clocks and watches; major eras in history and pre-history; and the perception of time in various cultures. Time travel science fiction may entail travel forward or backward. Action may often revolve around major historical events. In time travel fantasy novels. characters generally "slip" into another time without the use of any obvious mechanism or method. Often the main character may meet an ancestor and risk altering the future. Identity or character or exchanges are common in these novels, as are reunions with lovers. When you visit a school to booktalk time travel stories you may want to dash into the room a few minutes late and wearing an armful of watches or carrying an hourglass. Or, visit the school dressed as a person from another time, perhaps to match one in a booktalk. Try using a timer to mark the end of each booktalk by setting it to ring just when you are getting to a very exciting part and then say "time's up!"

Curry, Jane Louise. **Dark Shade**. ISBN 0-689-81812-2.

Mary Margaret (Maggie) Gilmour and her dog Digby are surprised to find her friend Kip's clothes and watch in a neat pile on the forest floor. He *has* been acting strange since he lost his parents in a fire a couple of months ago. He's been spending so much time on the mountain - and he seems to be in a world of his own, oblivious to those around him, even Donna, his ex-girlfriend. Maggie decides to find out once and for all what Kip is doing.

"Maggie crouched in the water, eyes shut tight again, too frightened to move. I want to scream, she thought desperately, but all she could do was screw her eyes more tightly shut. Screaming needed breath, and she didn't have a squeak's worth. She had climbed into a nightmare and, just as in a nightmare, she could not cry out or move. Wake up! she told herself desperately. Wake up! But it was no dream. When she found the courage to take a shallow breath and open her eyes, nothing had changed. Nothing had changed, but she did see something she had not seen before. The patch of light so far overhead was only dimly reflected in the ripples of the spring, but in one spot, inches from her hands, a brighter light glinted in the water it came from below. Images wavered in it - shadows of rock and water and thorny branches. *Not reflections.* They couldn't be. There were no rocks, no thorns to reflect. Maggie reached out jerkily to touch the surface with her fingertips, and felt only a film of water. She plunged her arm down through it and met only warm, dry air and cool rock. *Her world was still there. Down there."*
Time travel can be scary the first time...

Kandel, Michael. **Panda Ray**. ISBN 0-312-14387-7.

Ten-year-old Christopher Zimmerman is in trouble with his mother. Not the you didn't do your homework, or stayed out after curfew kind of trouble. The kind of trouble you get in when the teachers at school complain that you're acting as if you have met William Shakespeare or seen real dinosaurs. Christopher's mother knows he's been "traveling," and even worse, she knows that he's been talking about it to humans. If only he'd known his brother Brian had been "scooped out" by mother for traveling, he would have realized the danger. He should know better, but Grandpa always tempts him with ideas about places and times. Grandpa considers "traveling" a necessity and a learning experience. Now it is too late. Christopher and Grandpa are on the run through space and time trying to escape a woman who won't rest until she stops them. How many times have you said "my mom's gonna kill me if she catches me!" Well, Christopher's mother really will kill him - and, she's got all the technology she needs to find him. It's only a matter of time.

Cooney, Caroline. **Both Sides of Time**. ISBN 0-385-32174-0.

Annie lives in the 1990's but thinks she'd prefer the 1890's. People must have been more romantic then. Of course, anyone would be more romantic than her father, who's cheating on her mother, or her handsome, "mechanical" boyfriend Sean. Sean always seems to be fixing something and prefers holding a wrench to holding her hand. Well, Annie is determined to change him and finalizes her plans on the way to see him at the old Stratton Mansion. When she arrives she learns the Mansion is unlocked because it's being demolished. She can't resist exploring before putting her plan into action. Then she feels a strange sensation. It's as though she's "falling" the way she does in her dreams. She lands and the mansion slowly fills with people, well half-people at first, and then whole people. Soon one of them, Strat, the young heir to the mansion, begins to see her. To Strat she is like his own personal ghost who becomes more real with each moment. He must talk to her. She's *his* ghost, and maybe soon she could be *his love*. Will Annie and Strat find love in the 1890's? Will Annie be able to stay? What about Sean and her family? Will they ever see her again? Find out by reading Both Sides of Time by Caroline Cooney.

Library Staff Generated Programs

1. Explore the history of clocks by offering a craft program in which the kids create a sundial or a water clock. Use the sample on a following page for the water clock craft. For instructions on making a sundial use the one in Simple Experiments In Time With Everyday Materials (ISBN 0-8069-3803-X) on pages 28-30. The magazine Copycat also has very simple examples of each in the September/October 1998 issue on pages 28-29.

2. Offer a library research activity based on famous books with the word "time" in the title. (see attached sample on a following page).

3. Distribute a crossword puzzle about time and time travel. (see attached sample on a following page).

4. Present a historical trivia contest for teens. If you have enough participants you may want to have separate programs or divisions for middle schoolers and high schoolers. Participants could compete individually or in teams from various schools, neighborhoods, or other groups (scouts, 4-H, sports teams, etc)

5. Have older teens interview residents of a local nursing home or retirement community to learn about the history of your area. Contact an active local history or genealogy society in the area for ideas and assistance. After the interviews are completed allow the teens to compare notes about the experience and add the cassette tapes to the library's local history collection. Be sure to have the teens or other volunteers create transcripts of the interviews to go accompany the tapes.

6. Offer a writing contest with the theme "I Wish I Could Have Lived in _____" If your library has a website, place the responses on the web.

7. Present a time travel film festival. Show films such as The Time Machine, Back to the Future, The Planet of the Apes (you could show a couple from the series together), Peggy Sue Got Married, Stargate, Time After Time, Somewhere in Time, Star Trek First Contact, or Star Trek IV The Voyage Home. Contact Swank Motion Pictures, Inc. at 800-876-5445 to receive their catalog.

For more program ideas use the following sources:

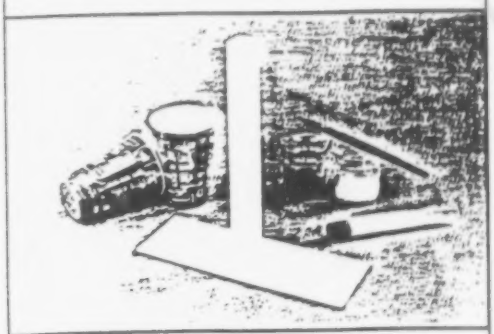
Books Appeal by Karen Cornell. ISBN 1-55580-157-4. (pages 34-35)
Intergenerational Programming by Rhea Joyce Rubin. ISBN 1-55570-157-4. (pages 124-125.
Reading Programs for Young Adults by Martha Seif Simpson. ISBN 0-7864-0357-8. (pages 7,10,100,135)

Make A Water Clock

An ancient Egyptian clock was a stone bowl of water with a scale of notches marked inside it and a hole at the bottom. The Egyptians could tell the time by watching the water level as it dropped down past the notches.

You will need: 2 disposable cups of the same size • extra thick sewing needle • pencil • 2 blocks of balsa wood (one about 9 inches long, the other slightly shorter. The shorter block must be at least 2¼ inches wide and the longer block at least ¾ inch wide) • balsa cement • a watch • paint.

1. Make a hole in the middle of the base of one of the cups using the thick sewing needle.



▲ **2.** Decorate both cups with thick undiluted paint and then glue the two blocks of balsa wood together, as shown.

3. Cement the cup with the hole onto the upright block of balsa wood, and place the other cup underneath it.

▲ **4.** When the top cup is stuck firmly in place, cover its hole with your finger and fill it with water. Remove your finger and start timing the water as it drips through the hole.

Using a pencil, mark the level of the water in the top cup at one minute intervals.

5. If you want to double check that your clock is accurate, empty the water from the bottom cup into the top one. Wait until the water level reaches the first notch and start timing again.

From: Egyptians, by Rachel Wright, photography by Chris Fairclough. Copyright 1992 by Rachel Wright and reprinted by permission of Franklin Watts, Inc.

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Time To Read

Test your knowledge of books with the word "time" in their titles by matching the author to the correct book title. Search by title in the library's catalog if you need help. Remember to skip articles (a, an, the, etc.) at the beginning of titles when searching!

1. __ Caroline Cooney	A. Time and Again
2. __ H. G. Wells	B. Time Windows
3. __ Jack Finney	C. Both Sides of Time
4. __ Kathryn Reiss	D. Timequake
5. __ Kurt Vonnegut	E. Walker Against TIme
6. __ Lois Duncan	F. A Time of Darkness
7. __ Robert Heinlein	G. A Brief History of TIme
8. __ Sherryl Jordan	H. Time for the Stars
9. __ Stephen Hawking	I. Locked in Time
10. __ Helen Vick	J. The Time Machine

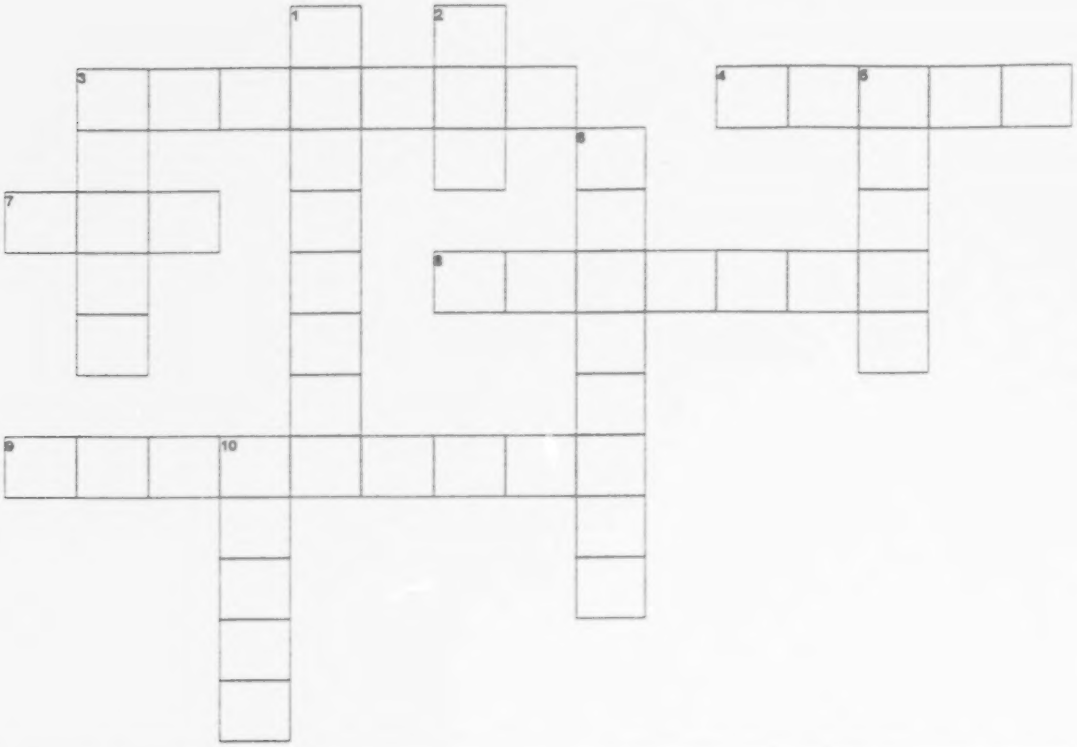
Name: _____ Age: _____
Phone: _____

Time to Read Answers

Test your knowledge of books with the word "time" in their titles by matching the author to the correct book title. Search by title in the library's catalog if you need help. Remember to skip articles (a, an, the, etc.) at the beginning of titles when searching!

1. C Caroline Cooney	A. Time and Again
2. J H. G. Wells	B. Time Windows
3. A Jack Finney	C. Both Sides of Time
4. B Kathryn Reiss	D. Timequake
5. D Kurt Vonnegut	E. Walker Against TIme
6. I Lois Duncan	F. A Time of Darkness
7. H Robert Heinlein	G. A Brief History of Time
8. F Sherryl Jordan	H. Time for the Stars
9. G Stephen Hawking	I. Locked in Time
10. E Helen Vick	J. The Time Machine

Time Travel Crossword



ACROSS	DOWN
3. One hundred years	1. Captain Kirk traveled in time on this show
4. He time travels on this British tv series	2. Largest division of geologic time, e.g. Paleozoic
7. Star of "Back to the Future"	3. Device that measures time
8. Indicates time by position of a shadow	5. Author of "The Time Machine"
9. Believed to be formed by the collapse of a star	6. Famous for his theory of relativity
	10. Singer who wanted to "save time in a bottle"

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Time Travel Crossword — Answer Sheet

ACROSS	DOWN
3. One hundred years	1. Captain Kirk traveled in time on this show
4. He time travels on this British tv series	2. Largest division of geologic time, e.g. Paleozoic
7. Star of "Back to the Future"	3. Device that measures time
8. Indicates time by position of a shadow	5. Author of "The Time Machine"
9. Believed to be formed by the collapse of a star	6. Famous for his theory of relativity
	10. Singer who wanted to "save time in a bottle"

Library Display Ideas

Create a bulletin board highlighting various eras in history. Make it interactive by having famous figures and/or events on one side and the time periods on the other for kids to match. Place instructions and a giant question mark in the middle.

Have kids vote on items they would select to put in a time capsule when they sign up for the summer reading club. Begin the summer with the empty capsule(s) and instruction for the voting, or with "virtual" time capsules from other time periods, such as the 1950's, civil war, etc. At the end of the summer place the items in your "capsule" on display for everyone to see. Create separate time capsules for middle and high schoolers if you think you need them. Bury your time capsule in a (secret or not) spot on the library grounds if you can get permission!

Use the results of a library activity such as the water clock or sundial craft to create a display on the history of clocks. Or, have staff members bring in unusual watches or clocks they own and place them in a display case. Have a contest for the tackiest clock or watch and let customers vote!

Outside Presenters/Community Resources

1. Invite a clockmaker, restorer, or repair expert to discuss the history of clocks. The presenter could bring samples of various types, including cuckoos, etc. This program could be given just prior to a craft program as an introduction to the subject.

2. Ask a high school physics teacher to help your teens conduct an experiment related to time. Books such as Experimenting With Time by Robert Gardner (ISBN 0-531-12554-8) and Simple Experiments in Time With Everyday Objects by Muriel Mandell (ISBN 0-8069-3803-X) offer some fun ideas.

3. Invite members of the local chapter of The Society for Creative Anachronism to provide a demonstration. To locate a group near you contact the SCA at P.O. Box 360789, Milpitas, CA 95036-0789, or call (800) 789-7486. You may also locate a contact person in your "kingdom" by looking on their website "www.sca.org."

Pathfinder to Researching Time Travel

Getting Started: General encyclopedias will have basic information listed under "time travel" but you may also want to look in the science encyclopedias in 503 and the physics books in 529-530. Information on the theories of scientists such as Albert Einstein and Sir Isaac Newton may also give insights into time travel. Books on the history of clocks (681) would also make good reading.

Catalog Subjects:

Use the following key words to locate material in the library's catalog and in periodical indexes.

Time	Space and Time
Time Travel	Black Holes
Relativity	Fantastic Fiction

Special Reference Books: The Encyclopedia of Time is an excellent one volume source that provides a brief overview of time travel and other topics related to time. Chronicle of the World and Chronicle of the 20th Century are great overviews of historical events. To find time travel novels or learn more about their authors, try The Encyclopedia of Fantasy, Teen Genreflecting, and What Fantastic Fiction Do I Read Next? If you crave more information about the science fiction genre, especially for young adults, check out The Anatomy of Wonder 4.

Periodicals: Science fiction periodicals, including Analog, and Asimov's Science Fiction frequently contain short stories featuring time travel. You can also peruse Locus for reviews of time travel novels and articles about authors. To explore the science of time travel use an index to find articles in periodicals such as Science, Science News, The Futurist, and The New Scientist.

Internet: To search for information about time travel on the web you may want to use a search engine with preset categories, like Yahoo, to narrow your search area to science, then physics, then time travel or relativity, or space and time. You may want to try searching the websites of organizations such as The American Institute of Physics (www.aip.org/history), or periodicals like Popular Science (popsci.com), or science television shows or networks, including Nova (www.pbs.org/wgbh/nova), the Discovery Channel (www.discovery.com), or the Sci-Fi Channel (scifi.com).

Need more help? Ask your librarian.

Books for Middle Schoolers

Blair, Margaret W. Brothers At War, ISBN 1-57249-049-7.
Bond, Nancy. Another Shore, ISBN 0-68950-463-2.
Cooney, Caroline B. Both Sides of Time, ISBN 0-440-21932-9, ISBN 0-385-32174-0.
French, Jackie. Somewhere Around the Corner, ISBN 0-805-03889-2.
Griffin, Peni R. Switching Well, ISBN 0-14-036910-4, ISBN 0-689-50581-7.
Hautman, Peter. Mr. Was, ISBN 0-689810687, ISBN 0-68981914-5.
Jordan, Sherryl. The Juniper Game, ISBN 0-590-44729-7, A Time of Darkness (OP).
Levin, Betty. Mercy's Mill, ISBN 0-68811122-X.
Lindbergh, Anne. Three Lives to Live, ISBN 0-67186723-6.
Lyon, George Ella. Here and Then, ISBN 0-531-06866-8, ISBN 0-531-08716-6.
Mowry, Jess. Ghost Train, ISBN 0-805-04440-X.
Park, Ruth. Playing Beattie Bow, ISBN 0-689-30889-2 (OSI).
Peck, Richard. Voices After Midnight, ISBN 0-38529779-3, ISBN 0-44040378-2.
Reiss, Kathryn. Time Windows, ISBN 0-152-88285-7.
Silverberg, Robert. Letters from Atlantis, ISBN 0-44636286-7.
Sleator, William. Strange Attractors, ISBN 0-14034582-5.
Vick, Helen Hughes. Walker of Time, ISBN 0-94317384-1, ISBN 0-94317380-9.
Yolen, Jane. The Devil's Arithmetic, ISBN 0-670-81027-4, ISBN 0-14-034535-3

Books for High Schoolers

Baker, Kage. In the Garden of Iden: A Novel of the Company, ISBN 0-15-100299-1.
Brown, Rita Mae. Riding Shotgun, ISBN 0-553-57224-5.
Card, Orson Scott. Pastwatch: The Redemption of Christopher Columbus, ISBN 0-312-85058-1, ISBN 0-81250-864-5.
Dunn, J.R. Days of Cain, ISBN 0-380-97433-9, ISBN 0-380-79049-1.
Finney, Jack. Time and Again, ISBN 0-684-80105-1, ISBN 0-684-80117-5.
Frank, J. Suzanne. Reflections in the Nile, ISBN 0-446-60579-4, ISBN 0-446-52089-6.
Gabaldon, Diana. Outlander, ISBN 0-385-30230-4, ISBN 0-440-21256-1.
Goonan, Kathleen Ann. The Bones of Time, ISBN 0-812-55746-8.
Gould, Steven. Wildside, ISBN 0-312-85473-0, ISBN 0-812-52398-9.
Grimwood, Ken. Replay, ISBN 0-425106403 (OSI).
Kandel, Michael. Panda Ray, ISBN 0-312-14387-7.
Kessel, John. Corrupting Dr. Nice, ISBN 0-312-86116-8, ISBN 0-312-86584-8.
Mason, Lisa. The Golden Nineties, ISBN 0-553-57307-1.
McDevitt, Jack. Ancient Shores, ISBN 0-06105426-7.
Simpson, George. The Dechronization of Sam Magruder, ISBN 0-312-15514-X.
Turtledove, Harry. Guns of the South, ISBN 0-345-38468-7, ISBN 0-345-41366-0.
Vonnegut, Kurt. Timequake, ISBN 0-399-13737-8, ISBN 0-425-16434-9.
Willis, Connie. To Say Nothing of the Dog, ISBN 0-553-09995-7.

Windling, Terri. The Wood Wife, ISBN 0-8125-4929-5, ISBN 0-312-85988-0.
Wright, Ronald. A Scientific Romance, ISBN 0-312-18172-8.

Nonfiction Books

Dale, Rodney. Timekeeping, ISBN 0-19-520968-0.
Davies, Paul. The Last Three Minutes, ISBN 0-465-03851-4.
Fakih, Kimnerly. Off the Clock: A Lexicon of Time Words and Expressions, ISBN 0-395-66374-1.
Gardner, Robert. Experimenting With Time, ISBN 0-531-12554-8.
Filkin, David and Stephen Hawking. Stephen Hawking's Universe, ISBN 0-465-08198-3.
Levine, Robert. A Geography of Time, ISBN 0-465-02642-7.
Nahin, Paul. Time Machines: Time Travel In Physics, Metaphysics, and Science Fiction, ISBN 0-883-189351.
Novikov, Igor. The River of Time, ISBN 0-521-46737-3.
Snedden, Robert. Time, ISBN o-7910-3026-1.
Sobel, Dava. The Illustrated Longitude, ISBN 0-8027-1344-0.
Thorne, Kip. Black Holes and Time Warps: Einstein's Outrageous Legacy, ISBN 0-393-035056.

Chapter 8:
Under the Sea

by
Diane Wagner
Meherrin Regional Library
133 West Hicks Street
Lawrenceville, VA 23821
Tel: (804) 848-2418
e-mail: dwagner@vsla.edu

Booktalk

Photos taken from outer space show Earth to be a beautiful blue planet due to the water, which covers over 70% of the Earth's surface. Earth is the only planet in the Solar system that has a vast open ocean of liquid water, and it is this ocean that makes our planet uniquely life-bearing. Life began in the ocean, and even today ocean life is extremely important in the total scheme of things. Microscopic plant cells in the top layer of the ocean produce four times as much oxygen and food as the green plants of the land do.

Most of us live within a few hundred miles of the ocean, and yet we know little about the marine environment. The ocean is complex, fascinating, and fragile. We must cherish our wonderful and unique ocean, conserve ocean life, and keep the ocean waters clean and wholesome. In order to protect it, we must understand it. I hope that this section of the manual will be the beginning of a lifelong interest in the sea and its protection. And now, DIVE IN!

The Music of Dolphins by Karen Hesse ISBN: 0-590-89798-5

I come from the sea. I come from the rolling tides and the many winds of the sea where the gulls cry. My dolphin mother swims in the path of the moon on the sea. I am not like her. I have hands at the end of my arms and at the end of my hands I have fingers that open and close. I have feet. I can walk on land. The dolphin flies through the sea like light.

Every morning I swim out to them to feed, sing, race, and play. There is always play. Anything to chase and catch and toss and taste. My dolphin cousins play with me gently. I am so little beside them. My dolphin mother brings fresh fish for me to eat. I catch the fish with my hands and tear into its sweet flesh with my teeth. At night I sleep on the rocks, alone. I wrap myself in my long hair and listen to my family breathing and blowing softly offshore.

Who is this child living with the dolphins? What will happen to her when eventually she is "rescued" off the coast of Florida by the Coast Guard? Will Mila, a feral child, ever be understood by the people and the scientists who study her? Will she ever feel as comfortable with people as she did with her dolphin family who cared for her since she was four years old? Find out in The Music of Dolphins, a book placed on *School Library Journal's* Best Book list for 1996.

The Black Pearl by Scott O'Dell ISBN: 0606086986

Everyone who lives near Baja California has heard of the Manta Diablo. Many others who live in the great world outside have heard of him, also. However, of the thousands who know of him, only two have really seen him, and of the two, only one is still alive--- I, Ramon Salazar.

Mothers seek to frighten bad children by threatening to call this fearsome giant from the depths of the sea. My mother described him as being larger than the largest ship in the harbor of La Paz with seven eyes and seven rows of teeth, each tooth as long as my father's Toledo knife.

However, no one has been able to give a true picture of the Manta Diablo. It is the most beautiful creature I have ever seen and the most evil. I have struggled with him during the whole of one night and part of a day in the waters of our Vermilion Sea. However, before I tell you about that time and the struggle of death, you must understand about the Pearl of Heaven.

To learn more about the struggle this sixteen-year-old boy has with the Manta Diablo over a 62 carat black pearl read The Black Pearl.

SOS *Titanic* by Eve Bunting ISBN: 0-15-200010-0

You've seen the movie, but there are more stories to be told about the ship and its only voyage. Fourteen years before the launching of the *Titanic*, a book was written about a fictitious ship, the *Titan*. She was the most wonderful ship ever built, and on her maiden voyage she was hit by an iceberg and sank. Everybody perished.

Of course, this couldn't happen to the *Titanic*, an unsinkable ship with 16 bulkheads, each with a watertight door. Or could it? As the deck of the *Titanic* tilted on a cold, dark night, even those who believed the *Titanic* could never sink were filled with fear. Although many had refused to climb into the small and dangerous-looking lifeboats because they believed they were participating in a simulation drill, it now was apparent that the ship was in real trouble.

Barry rushed through the doomed passengers, looking for safety where there was none and searching for Pegeen, a third-class passenger from his hometown in Ireland. He wouldn't let her die-not if he could get to her in time. But the lifeboats were gone, and the steerage passengers were trapped behind closed gates. To find out what happens to Barry and the rest of his shipmates on that eventful night, read SOS Titanic.

Library Staff Generated Programs

Program: Sea Movies

Audience: Middle to High School Students

Purpose: To learn more about life at sea and sea life

Presentation: The Young Adult Librarian could show new items related to the sea recently received by the library before showing the film.

Incentive: Serve popcorn and drinks to those who attend the event. Mention food in your promotional material to encourage a larger audience.

Promotion: Flyers and posters should be posted in places teens frequent as well as in the library.

Library Display: You may be able to get some posters from the local video store or from Swank to post before the event. Set up a display of videos and books that are available at the library with the sea theme.

Funding: In addition to the cost of the food, movies from Swank vary in price from $100-$200.

Resources: Swank Motion Pictures, Inc., 1-800-876-3344 or http://www.swank.com

Available Through Swank:

Billy Budd Based on the novel by Herman Melville, this allegory tells the tale of the sadistic master of arms of a British warship in 1797 who terrorizes the crew and is killed by Billy Budd, who must hang for his unpremeditated crime.

Captains Courageous This adaptation of the Kipling Story features a spoiled, rich boy who falls from a passenger liner and is rescued by the captain of a Gloucester fishing vessel.

Flipper An eccentric fisherman, his nephew, and a brilliant dolphin join forces to combat a group of cutthroat businessmen.

Free Willy tells of a young boy who risks his life to free an orca whale from the abuse of a local adventure park.

Free Willy 2: The Adventure Home continues the adventure.

Jaws shocks moviegoers with its riveting tale of three men who become allied in a life-and-death hunt to destroy a killer shark.

Loch Ness is the story of an American scientist who discovers the Loch Ness monster.

Treasure Island, Robert Louis Stevenson's adventure classic, comes to life on the Spanish Main.

20,000 Leagues Under the Sea is the story of a scientist and sailor who become captives on a futuristic submarine with Captain Nemo bent on world conquest.

Other Videos Available for Purchase:

National Geographic video classics:
The Sharks
Hunt for the Great White Shark

The Eyewitness series includes 35 minute videos for all ages:
Fish
Ocean
Seashore

Additional videos:
The Old Man and the Sea
Free Willy 3

CD-ROM *Titanic: Adventure Out of Time*

The CD-ROM *Titanic: Adventure Out of Time* is a meticulous recreation of the ill-fated liner, *Titanic*, where participants play a shipboard spy who must retrieve a purloined book by solving puzzles, debriefing pasengers and roaming the decks. The game gives players a visceral feel for the gargantuan ship.

Program: Contest: Write Your Own Whale of a Tale

Audience: Middle to High School Students

Purpose: To promote storytelling skills and foster an interest in creative writing in young adults

Presentation: Before beginning, set the stage by playing sounds of the ocean found on CD or cassette. Nobody tells a tall tale like a fisherman can. Begin by reading a whale of a tale, tell your own fish story, or invite a local fisherman to tell a whopper. Discuss some of the elements of the tall tale: folksy style; the admission that the storyteller doesn't always tell the truth but definitely is this time; concrete details to "prove" the truth; and exaggerated comparisons. After the group gets into the spirit, let them come up with their own whale of a tale. Make a few simple rules tailored to your situation, and give them a month to come up with their own tale. Judges can be found among area teachers or library staff. Solicit local merchants for prizes. The local newspaper may be willing to publish the winning stories.

Incentives: Refreshments can guarantee an attendance.

Promotion: Flyers handed out at schools, malls, and other places that teens frequent would be a good way to promote the program.
Booktalking visits to schools are another way to introduce this program.

Funding: Prizes and food will need to be funded.

Alternate Program: Have your group experiment with writing sea chanteys (shanties) to experience a different aspect of sea life. **An American Sailor's Treasury: Sea Songs, Chanteys, Legends, and Lore/ 2 Volumes in 1** by Frank Shay and Edward Wilson includes sea songs, English folk-songs, folklore and information about the seafaring life. ISBN: 0831702885. Also available is **Songs of the Sea and Sailors Chanteys** by Robert Frothingham. ISBN: 083696103X.

Sea shanties are the work songs that were used on the square-rigged ships of the Age of Sail. Their rhythms coordinated the efforts of many sailors hauling on the lines. Although they are much loved by modern sailors and folk musicians, they are rarely used as work songs today. For examples, try: http://www.ucs.mun.ca/~andrew/shanty/

Program: Under the Sea Craft Projects.

Audience: Middle School to High School Students.

Purpose: To help participants realize that people depend on water for inspiration and the water inspires creative works.

Presentation:

1. Paper sculpture has been described as relief illustration and means different things to different people. **The Art and Craft of Paper Sculpture** by Paul Jackson offers a step-by-step guide to creating a fish in relief and fully three-dimensional. Although basic patterns are given, participants are encouraged to change the final appearance of a sculpture as much as they like. Projects can be simplified, or made more complex, or be used as the inspiration for a radically different piece of work. Tools needed are knife, adhesive, foamboard, cardboard or paper. ISBN: 0-8019-8874-8.

2. Origami can be used to portray the unique shapes of sea life. Try **Origami Sea Life** by John Montroll and Robert Lang (ISBN: 0-486-26765-2) with nearly 40 designs to choose from ranging from simple to very complex.

3. The *Monitor* Marine Sanctuary offices of NOAA have classroom kits, reproduction artifacts, and lesson plans available for outreach mailing. Put together *USS Monitor* model kits provided by The Mariners' Museum. (1-800-581-7245)

4. Gyotaku (ghio-ta'-koo), also known as Japanese fish printing, can provide an understanding of and appreciation for the beauty and diversity of marine organisms. Art materials will be used to show pattern, symmetry and morphology of fish. Directions are included on the following page.

Gyotaku: Fish Printing

Gyotaku or fish printing is an ancient Japanese art form. Japanese fishermen used fish prints to record the types and numbers of fish caught each day. The prints were eventually recognized for their artistic value, and fish printing became more of an art form than a fisherman's tool.

Fish printing has become a highly developed art among the experienced artists who practice it, but it is also an activity that the amateur can enjoy doing. The basic techniques are easily learned and the materials required are easily obtained.

MATERIALS:

acrylic paints
paint brushes
absorbent paper to make print on
paper towels or newspaper to cover work area
fish

DIRECTIONS:

1. Select a fish to print. Fish with large scales, such as black sea bass or white perch, will show more detail on the print than fish with small scales.

2. Wash off the fish with soap and water and the blot it dry. Don't scrub off the scales!

3. Put the fish on a piece of dry newspaper or paper towel.

4. Brush the paint on the fish from head to tail, including all the fins. A little paint goes a long way - use as little as possible.

5. Cover the fish with the print paper.

6. With your fingers, rub evenly over the entire fish. Remember to Rub across the fins, too.

7. Carefully pull the paper off the fin from head to tail and set the print aside to dry. You can usually make a second print by repeating steps 5-7 without applying more paint to the fish.

8. If you wish, you may add other colors to your fish print with fingerpaints or markers.

9. Fish printing can also be done on fabric such as sheets and T-shirts.

Under the Sea Trivia

Test your knowledge about the sea by answering the following questions and you may win a prize! Most answers can be found in sources such as **The World Book Encyclopedia** or **The Ocean Book** (ISBN: 0-471-62078-5) by the Center for Marine Conservation.

1. Another name for the ocean is the _____.

2. Who works to discover the secrets of the sea (name of occupation)_____

3. The three major oceans are_____

4. The interconnected waters of the oceans cover over _____ percent of the Earth's surface.

5. A powerful wave caused by an earthquake reaching speeds of 600 miles per hour is called _____.

6. The ocean contains more than _____ percent of all the water on earth.

7. This has the same general composition as sea water._____

8. The average temperature of the ocean is _____ degrees Fahrenheit.

9. Another name for fish farming is_____.

10. The name of the British passenger ship that sank in the Atlantic in 1912._____

11. No nation may make a territorial claim in this part of the ocean._____

12. The EEZ (exclusive economic zone) extends _____nautical miles beyond the nation's territorial sea.

13. The largest animal ever to live on Earth is the blue whale, elephant or brontosaurus. (Circle one.)

14. List four main resources provided by the ocean.

Under the Sea: Pirates

Test Your Knowledge About the Rogues' Gallery of Pirates by matching the following descriptions to the correct person.

1. This French pirate became a big gangster in New Orleans, but after defending the city against the British in 1812, he was hailed as an all-American hero. (active 1810s)

2. This Irishwoman left her husband for "Calico Jack" Rackham in the Bahamas. Women were banned from most pirate vessels in the 1700s, but she became one of the most famous fighters of her day. (active 1719)

3. This great English seaman and explorer sailed around the world in the *Golden Hind.* Although he engaged in piracy and privateering, Queen Elizabeth I knighted him upon his return. (1540-1596)

4. During the War of Independence he became an American hero. When he attacked ships in British waters, he was condemned as a traitor and pirate. (1747-1792)

5. This respectable middle-aged man suddenly took up a life of crime. Blackbeard found his dress and manner hugely amusing. (hanged 1718)

6. This pirate was hanged in Jamaica. According to his partner, "If he had fought like a man, he need not have been hanged like a dog." (died 1720)

7. With his beard and long hair tied in braids, this brutal pirate terrorized the North American coast before being killed in battle. His fame spread around the world. (died 1718)

8. When her father tried to force her into marriage, this Swedish princess turned pirate. She changed her mind about her husband-to-be when he captured her during a sea battle. (active 400s A.D.)

Henry Avery	Stede Bonnet	Edward Teach	John Rackham
Jean Bart	John Evans	Cui Apu	John Paul Jones
Alwilda	Victor Hugues	Francis Drake	William Kidd
Jean Lafitte	Anne Bonny	Raga	Henry Mainwaring

Answers to Trivia Questions for Under the Sea

1. the sea
2. oceanographers
3. Pacific, Atlantic, Indian
4. 70% The oceans cover about 133 million square miles or an area 37 times the size of the United States.
5. tsunami
6. 90% (the oceans contain about 97 percent of all the water on Earth with most of the remainder being locked up in the polar ice caps.
7. human blood excluding the cells and proteins
8. 38 degrees
9. aquaculture or mariculture
10. *Titanic*
11. high seas
12. 200
13. the blue whale which may attain a length of over 100 feet
14. food, energy, minerals and medicine

Answers to the Rogues' Gallery of Pirates

1. Jean Lafitte
2. Anne Bonny
3. Francis Drake
4. John Paul Jones
5. Stede Bonnet
6. John Rackham (Calico Jack)
7. Edward Teach
8. Alwilda

Outside Presenters/Community Resources

1. The Virginia Marine Science Museum offers outreach programs on threatened and endangered marine animals, life in the Chesapeake Bay, and secrets of the salt marsh. The mobile Chesapeake Bay marine lab is housed in a 28-foot truck, complete with aquariums, touch tanks and artifacts. Call 757-437-6000 for information.

2. If you are extremely brave and yearn for a really exciting program, join the Virginia Marine Science Museum on one of the seasonal boat trips to search for creatures in their natural habitat. Whale watching boat trips, dolphin watching boat trips, and ocean collection boat trips are available. Call 757-437-6000 for information and reservations.

3. The Nauticus National Maritime Center also offers interactive, hands-on guided activities related to the physical and natural sciences available through their outreach program. Contact 757-664-1000 for current programs.

4. John Townley, maritime historian and performer, offers a highly adaptable travelling exhibit that is part music, part costume, part hands-on historical artifacts, and 100% sailor that brings the maritime experience to audiences of all ages. Contact: Ocran Industries and Management, 710 Ocran Road, White Stone, VA 22578. 804-435-6494

5. Are there snorkelers or scuba divers in your area? Contact them to bring their gear and demonstrate proper use of it. Have them describe their experiences under the water. Where did they go? What did they see? How can the kids get started if they are interested?

Museums to Contact

The Mariners' Museum
100 Museum Dr., Newport News 23606
757-591-7744 800-581-7245 FAX 757-591-7320 www.mariner.org

Nauticus National Maritime Center
One Waterside Dr., Norfolk 23510
757-664-1000

Virginia Marine Science Museum
717 General Booth Boulevard, Virginia Beach, 23451
757-437-6000

Under the Sea Bibliography

Middle School:

FICTION

Avi. **The True Confessions of Charlotte Doyle.** ISBN: 0606120130.
Set on the high seas in the mid-nineteenth century, this suspenseful story features a 13-year-old girl sailing to America by herself with a cutthroat captain and a mutinous crew.

Bennett, Jack. **The Voyage of the Lucky Dragon.** ISBN: 0-13-944165-4.
Several generations of a South Vietnamese family escape the Communist reorganization in their country by setting out on a small fishing vessel.

Climo, Shirley. **A Treasury of Mermaids: Mermaid Tales from Around the World.** ISBN: 0-06-023876-3.
This international anthology of mermaid tales draws on the folklore and traditional stories from diverse locales such as Japan, Alaska, and Ireland.

Cooper, Susan. **Seaward.** ISBN: 0-689-50275-3.
Westerly and Calliope seek a way to the sea and the solution of a private quest.

Fox, Paula. **The Slave Dancer.** ISBN: 0606049142.
Jessie, a kidnapped thirteen-year-old, is forced to play his fife while the slaves exercise on ship. For four long months, Jessie lives with the crew's cruelty until the ship wrecks in a storm and he and Ras, a would-be-slave, are the only survivors.

Hill, Donna. **Shipwreck Season.** ISBN: 0-395-86614-6.
Sixteen-year-old Daniel finds himself living among coarse, dull surfmen at the lifesavers' station in Cape Cod. After a while, he finds the work unexpectedly challenging, and he begins to respect the surfmen who risk their lives to save those lost in shipwrecks off the coast.

Holling, Hollings, C. **Seabird.** ISBN: 0395266815.
Ezra carves a mascot, Seabird, to help him while away the hours on a whaling ship. Seabird becomes a constant companion to Ezra as he journeys around the world and finally gets his own ship. For four generations, Seabird brings companionship and luck to Ezra's family as they sail the sea.

O'Dell, Scott. **Island of the Blue Dolphins.** ISBN: 0606008772.
Early in the 1800's an Indian girl spent 18 years alone on the Island of San Nicholas off the coast of California. Karana not only had to deal with maintaining a precarious food supply on this desolate spot, but she also had to contend with wild dogs and the Aleutian sea-otter hunters. For Karana, strength and serenity came out of loneliness and terror.

Paulsen, Gary. **Voyage of the Frog.** ISBN: 0606048413.
When David's uncle dies, he leaves his sailboat the *Frog* to fourteen-year-old David to use to scatter his ashes at sea off the coast of southern California. David is blown off course by a windstorm, but he makes it to the mid-Baja area. After nine days, he and the *Frog* continue to sail northward.

Siegel, Robert. **Whalesong**. ISBN: 0844668184.
Hruna the humpback whale journeys into mystery, love, and spiritual awakening in this classic fable.

Silverberg, Robert. **Letters from Atlantis.** ISBN: 0-606-12393-8.
If there really was an Atlantis, what happened to it? The answer can be found in letters written by Roy, a man from the future whose mind has been transferred into that of a royal prince living in Atlantis 180 centuries before.

Sperry, Armstrong. **Call It Courage.** ISBN: 0606004408.
Mafatu, a Polynesian chief's son, has feared the ocean since he was three when his mother's canoe was destroyed in a storm at sea. Ostracized by the tribe because of his fear, he vows to conquer it. At the age of fifteen, he sails from his island in an outrigger canoe with his dog and an albatross.

Wilson, Rich. **Racing a Ghost Ship: The Incredible Journey of the Great American II.** ISBN: 0802784178.
The appeal of this book comes from its balance of technical information with the thrill of adventure.

NON-FICTION

Ballard, Robert D. **The Lost Wreck of the *Isis*.** ISBN: 0-590-43853-0
Robert Ballard and his team explore the remains of a ship that was lost over 1,600 years ago.

Center for Marine Conservation. **The Ocean Book: Aquarium and Seaside Activities and Ideas for All Ages.** ISBN: 0-471-62078-5.
The activities in this book are designed to teach by doing and include experiments, investigations, puzzles, and games featuring the world of the oceans and the living things that inhabit them.

Donnelly, Judy and Sydelle Kramer. **My Escape: Shipwrecked.** ISBN: 0671678957

This true story tells of the escape from war-torn Africa in 1943 by 13-year-old Mary Bell, her missionary mother and younger brother. When a Nazi submarine torpedoes their ship, Mary and her family find themselves adrift on a lifeboat encircled by sharks.

Fritz, Jean. **Around the World in a Hundred Years.** 0-698-11638-0.

History comes alive with ten true tales of 15th-century European explorers who changed the map. Stories of adventure from Bartholomew Diaz and Christopher Columbus to Juan Ponce de Leon and Vasco Nunez de Balboa.

Garwood, Valerie. **The World of the Pirate**. ISBN: 0-87226-281-2.

Re-creations of pirate ships and battle scenes, along with illustrations of weapons, clothing, maps, methods of attack, and secret pirate codes are included. This book tells the stories of all the famous pirates: Blackbeard, Calico Jack, Sir Henry Morgan, Capt. Kidd, the female pirates Mary Read, Anne Bonny, and many others.

Humble, Richard. **A 16th Century Galleon.** ISBN: 0-87226-372-X.

Although written primarily for older children, this book may be even more fascinating to adults.

Humble, Richard. **Submarines and Ships.** ISBN: 0-670-86778-0.

The history of submarines and a variety of ships from primitive reed boats to modern super carriers the size of small cities is revealed. Included are a Roman merchant vessel, massive Chinese junks, the first operational submarines, and the *Normandie*, a luxury passenger ship.

Humble, Richard. **A World War Two Submarine.** ISBN: 0-87226-351-7.

Good pictoral insights for children as well as adults.

McCurdy, Michael (illustrator). **The Sailor's Alphabet.** ISBN: 0-395-84167-4.

For ship lovers of all ages, this traditional alphabet chantey captures the spirit of these songs and affords a stem-to-stern tour of a U.S. Navy frigate.

McGovern, Ann. **Night Dive.** ISBN: 0-02-765710-8.

Beautiful color photographs show some of the creatures visible at night in the Caribbean waters. The twelve-year-old narrator relating the experience of night-diving has had scuba lessons. She is candid about her fears and sensible about safety precautions.

Macquitty, Miranda. **Ocean.** ISBN: 0-679-97331-1.
This Eyewitness Book explores the oceans and the life within them from ancient times to the present.

Marrin, Albert. **The Sea King.** ISBN: 0-689-31887-1. (out of print)
The life and times of Sir Francis Drake, explorer, sea commander, pirate and slave trader, are portrayed in this book.

Marschall, Ken. **Inside the Titanic: A Giant Cut-Away Book.** ISBN: 0316557161.
Showing detailed cutaways of the magnificent ship with never-before-published stories of real-life children who sailed on the Titanic, this book includes details of the ship's final hours.

Maynard, Christopher. **Informania: Sharks.** ISBN: 0-7636-0328-7.
Information from shark attacks to shark reproduction is included.

Murphy, Jim. **Gone A-Whaling: The Lure of the Sea and the Hunt for the Great Whale.** ISBN: 0-395-69847-2.
Illustrated with archival photographs, engravings, and prints, this account is a portrayal of the exciting and grisly business of pelagic whaling as told by young whalers through their journal entries and letters.

Platt, Richard. **Shipwreck.** ISBN: 0-679-88562-5.
The depths of the ocean are explored to reveal the history of many an ill-fated journey, including a Spanish galleon, the *Mary Rose*, and the *Titanic*. From antiquity to the modern age, the causes of shipwrecks, rescue technology, the exploration of shipwrecks, and restoration attempts are examined.

Pringle, Laurence. **Dolphin Man.** ISBN: 0-689-80299-4.
In addition to beautiful photographs and a describtion of the life cycle, activities, and communication of the dolphin, this book reveals the work of marine biologists.

Stanley, Diane. **The True Adventure of Daniel Hall.** ISBN: 0-8037-1469-6.
This is the true story of Daniel Hall, a fourteen-year-old boy who left home to seek adventure and join a dangerous whaling voyage.

Steele, Philip. **Pirates.** ISBN: 0-7534-5052-6.
The lavish illustrations bring life to pirates and the ships in which they sailed. A Rogues' Gallery of mini biographies and a glossary of nautical terms is provided.

Talbot, Frank H. **Under the Sea.** ISBN: 0-7835-4760-9.
As part of The Nature Company Discoveries Library reference series, this book provides atmospheric illustrations and strong photographs to encourage exploration of the sea.

Taylor, L. R. (ed.); Deacon, Kevin; Last, Peter; McCosker, John E. **Sharks & Rays.** ISBN: 0783549407.
Packed full of information for naturalists, this book comes complete with maps and full-color photos. Legends, evolution, habitats, behavior, and anatomy of various sharks and rays are explored. Tips include how to choose the best sites and gear needed for dives into the deep.

VanCleave, Janice. **Janice VanCleave's Oceans for Every Kid: Easy Activities that Make Learning Science Fun.** ISBN: 0-471-12453-2.
The activities in this book make learning about the ocean and its inhabitants an intriguing adventure

Weitzman, David. **Old Ironsides: Americans Build a Fighting Ship.**
ISBN: 0-395-74678-7.
The precise drawings of every stage of shipbuilding invite close inspection.

High School:

FICTION

Bunting, Eve. **SOS Titanic.** ISBN: 0-15-201305-9.
The only question in this book is who of the many characters will survive the sinking of the *Titanic*. Will fifteen-year-old Barry be declared a child or a man, the difference between life or death? The suspense is as chilling as the night air over the Atlantic waters.

Campbell, Eric. **The Shark Callers.** ISBN: 0-15-200010-0.
As they sail around the world on their small boat, Andy Thompson and his family are forced to leave a small island because of the imminent eruption of a volcano. When it erupts, they confront a 100-foot tidal wave, the destruction of their boat, and vicious sharks. Kaleku, a native Shark Caller, is caught in the same shark-infested sea where he also struggles to survive.

Defoe, Daniel. **Robinson Crusoe.** ISBN: 0-684-17946-6.
This is the classic adventure tale of shipwreck and survival.

Galloway, Les. **The Forty Fathom Bank: Novella.** ISBN: 0-8118-0034-2. (out of print)
The narrator looks back at a disturbing event on the sea that changed his life. He feels regret concerning his attempt at obtaining an instant fortune by shark fishing off the California coast.

Hemingway, Ernest. **The Old Man and the Sea.** ISBN:
An aging fisherman stages a battle with the sea.

Kipling, Rudyard. **Captains Courageous.** ISBN: 0553211900.
This high seas adventure tells of bravery and changing values as a boy learns to love the sea.

Nordhoff, Charles and James Hall. **Mutiny on the Bounty.** ISBN: 0316611689.
Mutiny on the good ship *Bounty* results in Lieutenant Bligh, the Commander, being lowered into his long boat to drift at sea as the mutineers headed for Tahiti and Fate.

Roth, Arthur. **Iceberg Hermit.** ISBN: 0606040986.

Stevenson, Robert Louis. **Treasure Island.** ISBN: 0-670-86795-0.
This new edition with lots of background information from The Whole Story series includes informative illustrations and notes about sailing ships, seventeenth-century medical practices, nautical facts, and more. The 1883 classic is still a riveting story.

Taylor, Theodore. **Rogue Wave: And Other Red-Blooded Sea Stories.**
ISBN: 0380729385.
The tales in this collection revolve around the power of the sea and the people who travel over the ocean waters of the world.

Vernes, Jules. **20,000 Leagues Uder the Sea.** ISBN: 1578400325.
A scientist and sailor become captives on a futuristic submarine with Captain Nemo bent on world conquest.

NON-FICTION

Ackerman, Jennifer. **Notes from the Shore.** ISBN: 0-14-01-7788-4
Botany, biology, zoology, ecology, history and archeology combine to make this book as captivating as beautiful literature. A real treasure.

Ballard, Robert D. **Explorations: My Quest for Aventure and Discovery Under the Sea.** ISBN: 0-7868-6042-1.
Dr. Ballard, the world's most renowned and accomplished oceanographer, tells the story of his fascinating undersea career. The magnificent beauty and wonders of the natural deep are explored with the aid of tiny deep submersible vehicles. Also explored are the remains of the *Titanic* and the *Bismarck*, the great Nazi warship.

Blot, Jean-Yves and Alexandra Campbell. **Underwater Archaeology: Exploring the World Beneath the Sea.** ISBN: 0-810928590.
Underwater exploration of shipwrecks is the subject of this book.

Blum, Mark. **Beneath the Sea in 3-D.** ISBN: 0-8118-1412-2.
Through the use of stereophotography, even divers will experience many creatures as they have never seen them before. Many unique environments are visited to observe the most fascinating creatures on earth.

Callahan, Steven. **Adrift: Seventy-Six Days Lost at Sea.** ISBN: 0606040110.
This account is based on the log written by Callahan when his small sloop sank west of the Canary Islands. Seventy-six days were spend adrift in the Atlantic in a small, inflatable raft.

Cordingly, David. **Under the Black Flag: The Romance and the Reality of Life Among the Pirates.** ISBN: 0-679-42560-8.
An authoritative and definitive account of the great age of piracy is provided in this book. Many myths surrounding these murderers and thieves are exploded and replaced with the equally complex and fascinating truth. The real stories of Blackbeard, Captain Kidd, Henry Morgan, Anne Bonny and Mary Read and what brought their reign of terror to an end are revealed in this revisionist history.

Hays, David and Daniel Hays. **My Old Man and the Sea: A Father and Son Sail Around Cape Horn.** ISBN: 1-56512-102-3.
This is a tale of voyage and self-discovery taken by David and Daniel Hays, father and son, who decided to sail a tiny boat 17,000 miles to the bottom of the world and back. Their journey to the Southern Ocean tests their skill as sailors in the 25-foot boat they built themselves.

Howorth, Peter C. **The Abalone Book.** ISBN: 0879610778.
The story of the American abalones is told in this monograph. Identification keys, information on cleaning and preparing, plus plenty of recipes are given.

Marrin, Albert. **The Sea King: Sir Francis Drake and His Times.** ISBN: 0-68931887-1.

This interesting biography of the legendary, sixteenth century, English seafarer is illuminating and objective. Although his exploits were those of a brazen pirate and thief, they are put into perspective, given the political, military, economic, and religious climate of the time.

Mountain, Alan. **The Diver's Handbook.** ISBN: 1-55821-552-2

Authoritative, practical information about scuba diving, one of the world's fastest growing sports, is provided in this book covering basic health and safety measures, and specialty diving options. The marine environment is examined for a better understanding of the sea and the creatures that inhabit it.

Pellegrino, Charles. **Unearthing Atlantis: An Archaeological Odyssey.** ISBN: 0-679-73407-4.

Is Atlantis really only a myth? Some will argue that it was a large, mountainous continent in the Atlantic Ocean. According to this author, the Atlantis of our dreams and myths was the lost civilization of Minoan Crete found on the island of Thera. The origin of the Atlantis legend is traced through paleontology, volcanology, classical literature, the Bible, world history, and outer space.

Pickford, Nigel. **The Atlas of Ship Wrecks & Treasure**. ISBN: 1-56458-599-9.

This highly illustrated historical atlas is a comprehensive guide to the treasures yielded by ships lost at sea. Accounts of 40 significant shipwrecks reveal why the ships sank and describe savage efforts through the centuries. Sites of 1400 wrecks around the world are plotted by full-color maps, showing the depths at which they lie. Many of the wrecks still have treasure awaiting recovery.

Snow, Edward. **Ghosts, Gales and Gold.** ISBN: 999022305X.

Stories of Captain Kidd's treasure, phantom ships, and great storms are told by Edward Snow, master storyteller of the sea.

Swanson, Diane. **Safari Beneath the Sea: The Wonder of the North Pacific Coast**. ISBN: 060608861X.

Although intended for a younger audience, teens will be captivated by the large, vibrant color photographs and fascinating bits of information.

Wallace, Joseph. **The Deep Sea.** ISBN: 0-8317-2177-4.

A look is taken at the recently uncovered wonders of the seven seas. Technology and seafaring submersibles made possible the over 100 photographs of remarkable ocean creatures and deep water habitats

Wels, Susan. **Titanic: The Official Chronicle of the World's Greatest Steamliner.**
ISBN: 0-7835-5261-0
All the latest discoveries based on the salvage operation's ongoing recovery efforts are revealed in this book. Also included are photographs of the sunken ship.

Whedbee, Charles. **Blackbeard's Cup and Stories of the Outer Banks.**
ISBN: 0-89587-070-3.
To explain local phenomena and bizarre happenings, the people of eastern North Carolina have spun tales attesting to the rich oral tradition of the coastal area. Sixteen of these tales are contained in this collection.

Resources

Dover Children's Book Catalog: Dover Publications, Inc., 31 East 2nd Street, Mineola, N.Y. 11501-3582

Posters of whales, dolphins and porpoises, and sharks (21" x 33") full color $7.50 each.
Origami Sea Life instruction book with 38 projects.

Really Good Stuff catalog: 1-800-366-1920

ocean and ocean animal bookmarks
tropical fish mobile
oceans surf cd and cassette
ocean clings featuring coral reef, kelp forest, open ocean, and ocean deep
ocean poster
world beneath the sea puzzle
giant ocean poster

Pathfinder to Under the Sea

Getting Started:

Because there are very few fiction books for middle school and high school students with the theme of under the sea, I expanded it to include subjects dealing with the sea in general. Nonfiction books were easier to find.

One can begin with encyclopedia articles in *The World Book Encyclopedia* to find basic information on the ocean.

Catalog Subjects to Explore Include:

Atlantis, marine biology, mermaids, merman, ocean, ocean bottom, ocean travel, oceanographers, oceanographic submersibles, oceanography, pirates, scuba diving, sea, sea monsters, sea stories, seafaring life, shipwrecks, *Titanic*, whaling

Online

ATLANTIS - THE LOST CONTINET FINALLY FOUND
http://www.atlan.org/
information about the scientific evidence, Atlantis in the Indies, Atlantis in myths and religion, and Atlantis in the Old World

THE LOST CIVILIZATION OF ATLANTIS
http://sacam.oren.ortn.edu/~jcbarker/atlantis.htm
interesting pages, books, articles, etc. about the lost civilization

NORTH CAROLINA DIVISION OF MARINE FISHERIES
http://www.ncfisheries.net/dmfhp1.htm
information on the resource, commercial fishing, recreational fishing, and fun stuff for kids

NORTHPORT-EAST NORTHPORT PUBLIC LIBRARY *TITANIC* SCAVENGER HUNT
www.suffolk.lib.ny.us/libraries/netwalk/titanic.htm
scavenger hunt with links to many *Titanic* sites

OCEAN PLANET: OCEANS IN PERIL
http://seawifs.gsfc.nasa.gov:80/OCEAN_PLANET/HTML/ocean_planet_oceans_in_peril.html
marine pollution, threatened habitats, fishing issues, global change

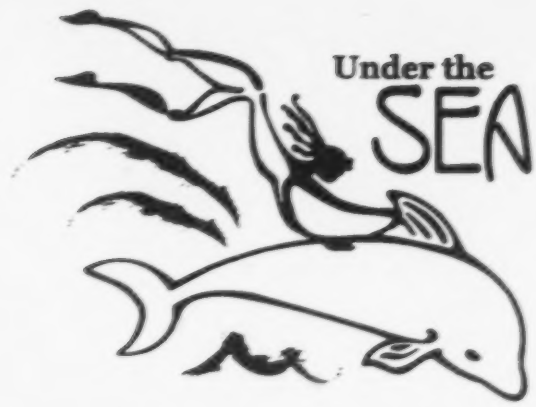
PIRATES!@NATIONALGEOGRAPHIC.COM
http://www.nationalgeographic.com/pirates/maina.html
bibliography of pirate books of interest to buccaneers both young and old

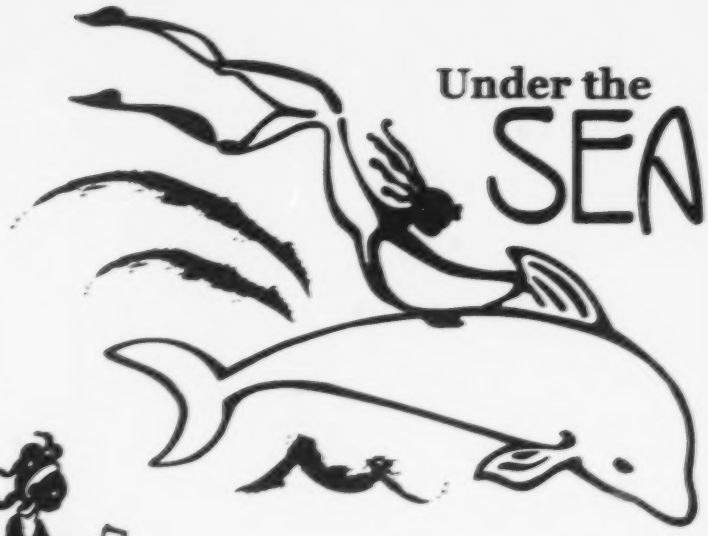
THE SHADOWLANDS SEA SERPENT PAGE
http://www.serve.com/shadows/serpent.htm
pictures of sea serpents and lake monsters plus information about them: legends, myths, or reality?

TREASURE ISLAND
http://www.ukoln.ac.uk/services/treasure/
information about the book and author with links to sea shanties, pirate ships, tropical islands and International Marine Signal Flags

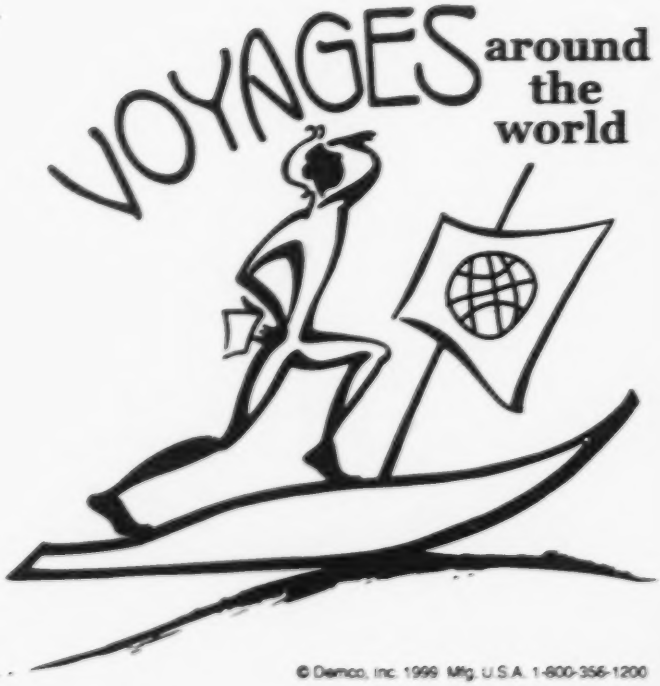
U. S. NAVY HISTORY:
http://www.history.navy.mil/
information about USS *Constitution* "Old Ironsides", a photographic section, early history, and underwater archaeology

CLIPART





around the world



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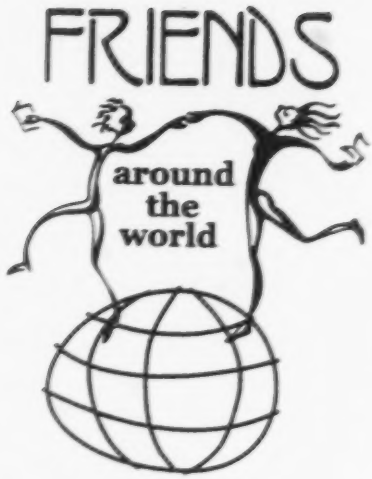

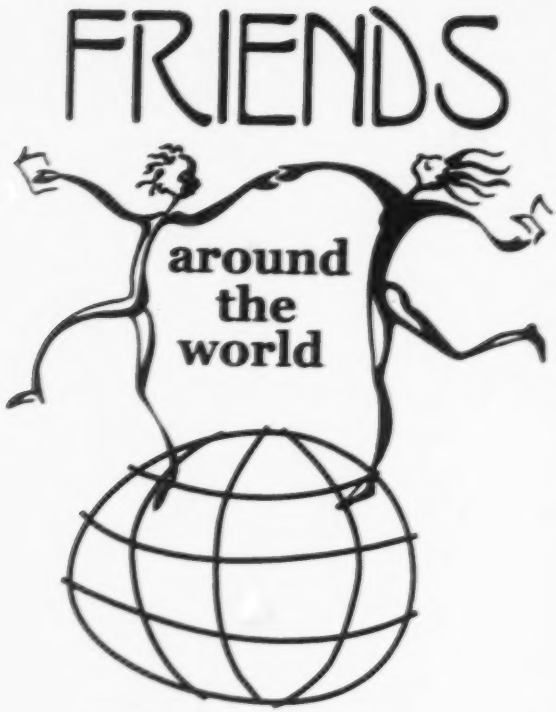

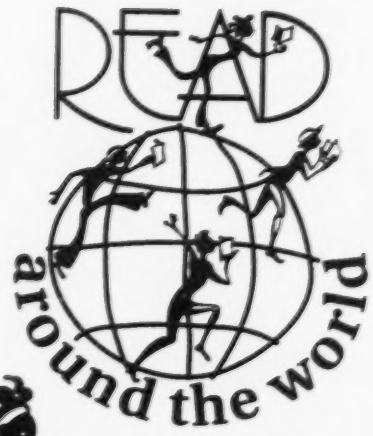

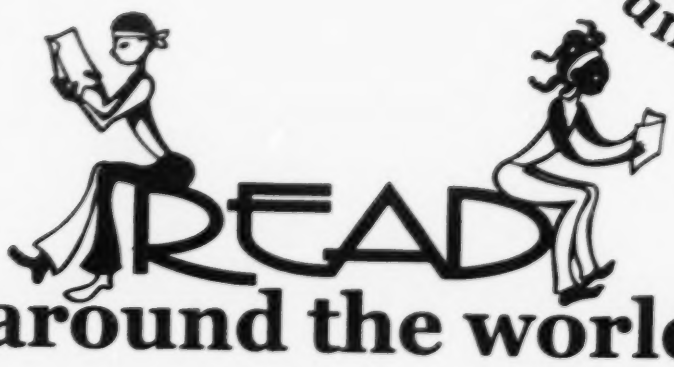

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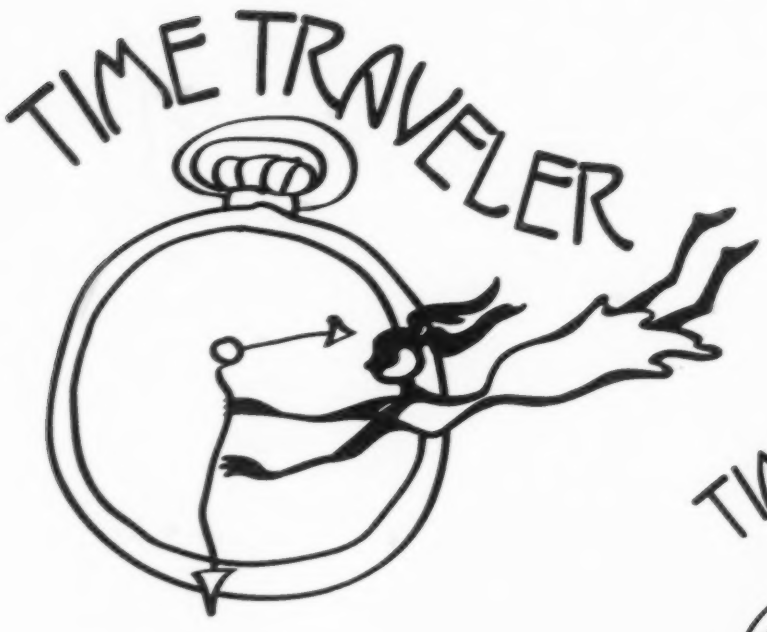

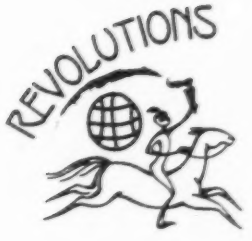

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